

ZAHIN UKASYAH

BACHELOR IN SOFTWARE ENGINEERING
@UNIVERSITI TEKNOLOGI MALAYSIA



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Setapak, Kuala Lumpur



Third-year software engineering student with a solid foundation in computer science and programming, focused on building innovative tech solutions. Strong leadership, and problem-solving skills, along with active involvement in key projects, drive my passion for creating a meaningful impact in the industry.

SKILLS

APPLICATION DEVELOPMENT

- Languages: **JS, Java, Python**
- Developed mobile apps with **React Native**, web applications using **React** and database using **SupaBase**.
- Created prototypes, testing, and maintained technical documentation.
- Used **Git** for version control and **GitHub** for collaboration on projects.
- Used **Notion** and **Slack** for task management and project tracking.
- Actively participated in code reviews.

WEBSITE DEVELOPMENT

- Languages: **JS, HTML5, CSS3, Ruby**.
- Frameworks: **Bootstrap** and **SCSS** (CSS), **React** and **Ruby on Rails** (frontend)
- Built reusable components and integrated **APIs** for data handling.
- Continued using **Git** and **GitHub** for version control and collaboration.
- Ensured cross-browser compatibility and responsiveness in web apps.

UI/UX DEVELOPMENT

- Tools: **Figma, Adobe XD**,
- Designed user-friendly interfaces, wireframes, and prototypes.
- Utilized **User Flow** mapping to optimize app workflows and enhance overall experience.
- Conducted usability testing to enhance user experience.

EXPERIENCE

SL. SEK INTEGRASI AL-ALUSI | App. Developer | Setapak October 2024 - February 2025

- Developed a custom application to streamline the Student Merits and Demerits System using **Ruby**.
- Integrated **SupaBase** for seamless database management, optimizing the registration process for staff and students.
- Designed user-friendly interfaces with **Figma** and enhanced user experience through responsive design.
- Conducted testing and debugging to ensure the application functioned smoothly across devices.

MOTIONHIVE | UI/UX Developer | Remote October 2024 - November 2024

- Designed UI/UX for PECE, all-in-one school management application, mainly in building an Admin Portal.
- Created intuitive, responsive interfaces with **Figma** and ensured smooth navigation.
- Collaborated with developers to align design with project goals and technical requirements.
- Conducted user research and iterative design testing to refine functionality and aesthetics.

UXHMAC APP GALLERY | UI/UX Developer | UMPSA October 2024 - November 2024

- Designed an accessible, user-friendly interface for the AidanSky AI Companion Drone, tailored for elderly users.
- Developed detailed wireframes, interactive prototypes, and user flows using **Figma** to ensure intuitive navigation and effective communication.
- Mapped user journeys and optimized layouts to improve usability, accessibility, and engagement for target users.
- Created style guides to ensure consistency across the app's interface.

PROJECTS

SYAHFOLIO

- A personal portfolio website showcasing my projects and skills.

SYAHPLANT

- An e-commerce platform for selling various plants with product listings.

EXTRACURRICULARS

STUDENT REPRESENTATIVE COUNCIL | DEC 2023 - DEC 2024

- Exco Student Welfare: Advocated for student welfare and organized support initiatives.

SOFTWARE ENGINEERING SOCIETY | OCT 2023 - OCT 2024

- Secretary: Managed administrative tasks and coordinated events for the organization.

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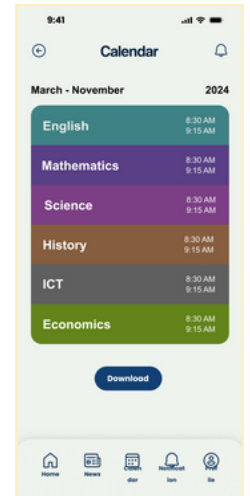
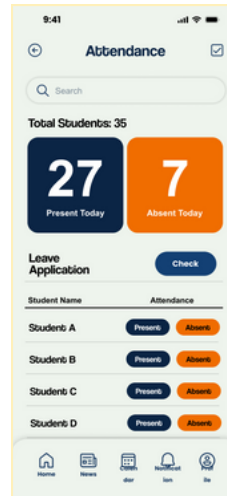
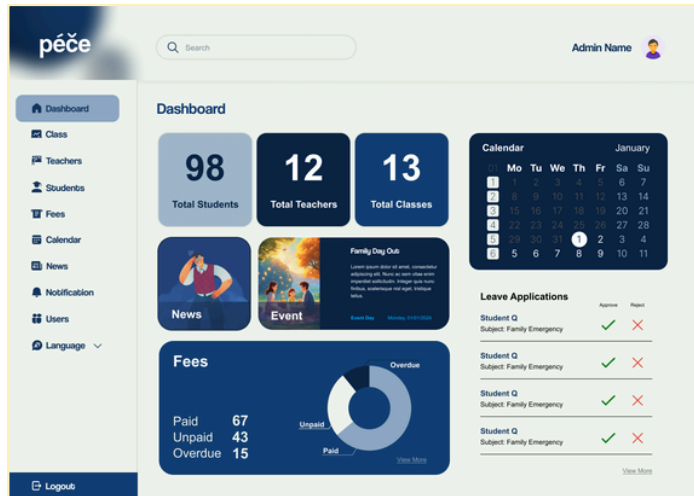
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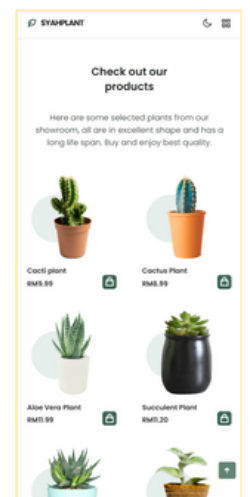
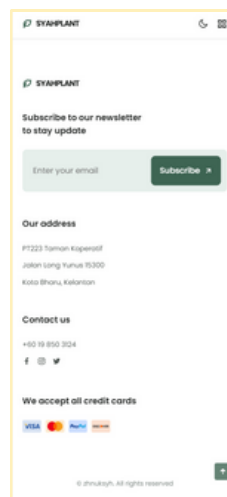
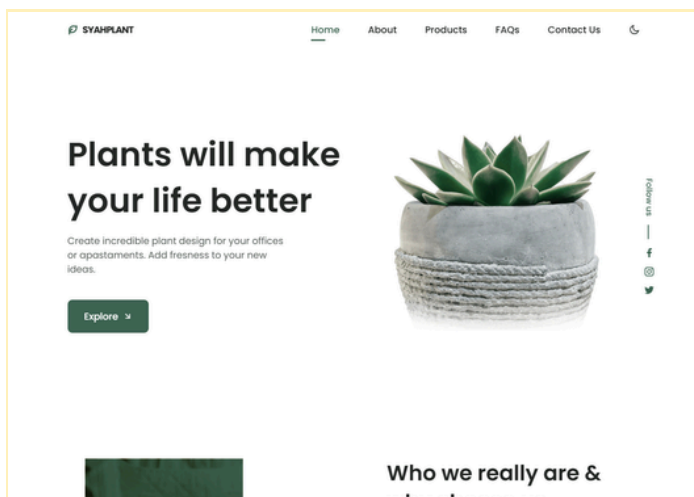
Setapak, Kuala Lumpur



PECE: SCHOOL APPLICATION SYSTEM | UI/UX DESIGN



SYAHPLANT | FRONT-END DEVELOPMENT



SYAHFOLIO | FRONT-END DEVELOPMENT

