



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, PHP, Dart, Python**
- Developed mobile apps with **Flutter**, web applications using **Next.js**, and backend systems with **Laravel**.
- Created prototype, and maintained technical documentation.
- Used **Git** for version control and **GitHub** for collaboration on projects.
- Used Notion and Jira for task management and project tracking.
- Actively participated in code reviews.

WEBSITE DEVELOPMENT

Languages: **JS, HTML5, CSS3, PHP**

- Developed web applications using **Next.js** and **React** with **Supabase**.
- Built reusable components and integrated APIs.
- Ensured cross-browser compatibility and responsive design.
- Optimized website performance and SEO for better user experience.

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.

REFERENCE

DR. HALINAWATI BINTI HIROL

Senior Lecturer,
System Electronic Engineering,
Faculty Malaysia-Japan International
Institute of Technology,
Universiti Teknologi Malaysia

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EXTRACURRICULARS

SOFTWARE ENGINEERING SOCIETY | DEC 2024 - CURRENT

- President: Led the organization, oversaw strategic and planning to achieve organizational goals.

STUDENT REPRESENTATIVE COUNCIL | DEC 2023 - DEC 2024

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



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PROJECTS

IEM WEBSITE | UI/UX DEVELOPER (2025)

- Designed the IEM website using **Figma** for a seamless and efficient user experience.
- Created an intuitive and engaging UI/UX to enhance accessibility and overall usability.
- Optimized the design for responsiveness across all modern devices.

NETHERBLOOM | GAME DEVELOPER (2025)

- Developed Netherbloom using **Codot** and **GDScript** as sole programmer of the team.
- Implemented core gameplay mechanics and optimized performance.
- Contributed to scripting, debugging, and refining player interactions.

FLUTTERVEL | UI/UX DEVELOPER (2025)

- Designed the Fluttervel platform using **Figma** for a seamless user experience.
- Developed the front-end interface, ensuring smooth integration with UI/UX designs.
- Conducted usability testing and maintained detailed design for report documentation.

FYP PROJECT | X (2025)

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INVOLVEMENT

MAYBANK FOUNDATION SDN. BHD.

- Academic Scholar (Current):** Awarded for academic excellence and leadership potential.
- Ambassador (2024):** Represented Maybank to promote its initiatives by participated in Maybank events by organizer.

SOFTWARE ENGINEERING SOCIETY UTM

- President (Current):** Led the society and organized events to benefit members.
- Director (2025):** Organized the event strategical planning for Event: Hackathon UTMKL 2025.
- Director (2025):** Organized and directed society's Annual Grand Meeting 2025.
- Participant (2025):** Participated in SOFEA Games Development Competition.
- Participant (2025):** Participated in SOFEA Jersey Design Competition.
- Secretary (2024):** Managed records and facilitated communication in the organization.

TITIAN KASIH TUITION

- Math Tutor (2025):** Taught Math to improve students' skills and confidence.
- English Tutor (2024):** Taught English to improve students' skills and confidence

STUDENT'S COLLEGE COMMITTEE

- Participant (2025):** Participated in JKM event to design a Eidulfitri Envelope.

SOFTWARE ENGINEERING DEPARTMENT UTMKL

- Research Assistant (Current):** Reviewed CNN+LSTM models and explored advanced architectures for deepfake detection.

STUDENT REPRESENTATIVE COUNCIL UTM

- Exco Student Welfare (2024):** Advocated for student welfare and organized support initiatives.
- Director (2024):** Initiate the Scholarship Hunter project to aid student on financial issues.
- Deputy Director (2024):** Organized the planning for Event: Minggu Mesra Mahasiswa 2024.
- Deputy Director (2024):** Organized the planning for Event: Eid Al-Fitr Celebration UTMKL 2024.
- Liason Officer (2024):** Facilitated communication with China's delegates on UTMKL business travel.

UBIQUITOUS BROADBAND ACCESS NETWORK

- Web Master (2023):** Maintained and keeping the organization's website up-to-date with postings.

PEMBIMBING RAKAN SISWA UTM

- Acting President (2024):** Led the organization and ensured smooth operations.
- Vice President (2023):** Assisted in leadership, management and coordinated events.
- Director (2023):** Organized student development workshops for Event: Student Character Building.
- Exco Protocol (2022):** Managed event, certification and organization protocols.

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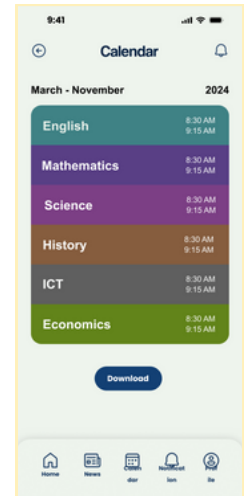
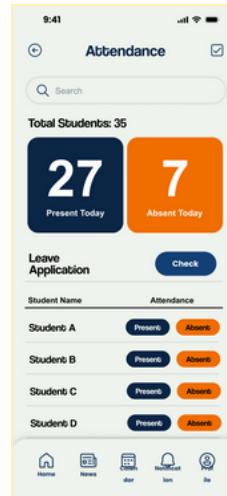
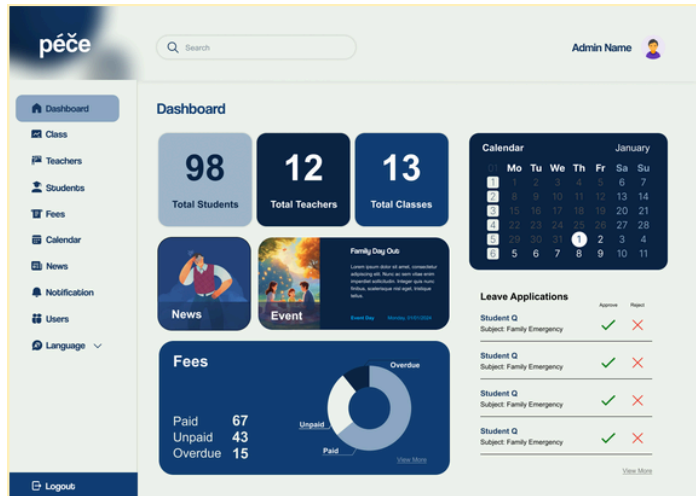
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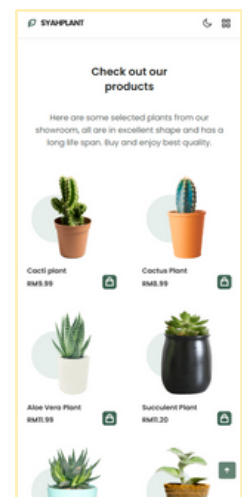
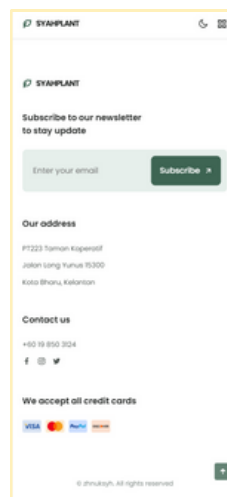
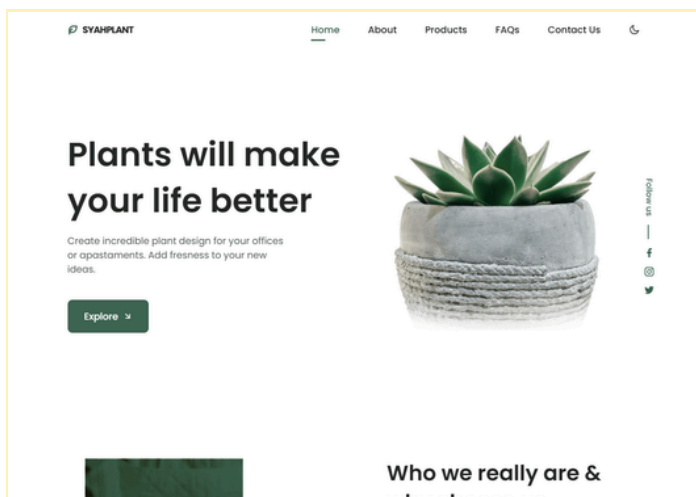
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UI/UX DESIGN | PECE: SCHOOL APPLICATION SYSTEM



FRONT-END DEVELOPMENT | SYAHPLANT E-COMMERCE



FRONT-END DEVELOPMENT | SYAHFOLIO PORTFOLIO

