



ARIFF IZZKHAN BIN SOBRI

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ABOUT ME

Passionate programmer that believes in the power of knowledge, compassion, and communication. Focused on self-improvement and willing to learn new things in the technology industry. Currently focusing on gaining new knowledge and experience in the field of software development.

EDUCATION

Bachelor of Information Systems (Hons.) (2022 - Present)

Information Systems Engineering

Universiti Teknologi MARA, Shah Alam

CGPA: 3.61

Diploma in Computer Science

(2019 - 2022)

Universiti Teknologi MARA, Kampus Raub

CGPA: 3.69

Sijil Pelajaran Malaysia

(2018)

Sekolah Menengah Kebangsaan Damansara Utama

Grade: 2A+, 2A, 2A-, 3B+

WORK EXPERIENCE

Intern Software Developer

(Sept 2021 – Feb 2022)

Research & Innovation Department, Universiti Teknologi MARA, Puncak Alam

- Assigned to create additional webpages for the department in an existing website of UiTM Selangor using HTML and CSS.
- Developed an information system using Google Suite applications and AutoCrat extension that can receive, record, and analyze research grant applications sent by researchers in UiTM Selangor.
- Involved in multiple meetings regarding software development and in charge of presenting the proposed solutions to the ICT department.
- Learned how to automatically generate digital certificates from webinars using Google Form and AutoCrat extension.

Part-Time Sales Promoter

(Mar – May 2019)

Hush Puppies Footwear @ Setia City Mall

- Attract customers by demonstrating and providing information on various products from footwear, belts, wallets, and bags.
- Persuading potential customers by explaining the ongoing promotions, membership benefits and the uniqueness of the products.
- Managing the inventory and the arrangements of items in the storage.
- Handling the customers' purchases by managing the cashier's register.

PROJECT ACCOMPLISHMENT

Student Validation Letter System

(June 2021)

- A user-based online system that could generate validation letter for graduates and on-going students in Universiti Teknologi MARA Kampus Raub.

- Assigned as the Project Manager, the project team consisted of 5 individuals including 1 front-end developer and 2 back-end developer.
- Developed using HTML, CSS, PHP, JavaScript, and tools such as HeidiSQL, XAMPP and Visual Studio Code.

Sonar Adventure (Educational Mini Game)

(Nov 2020)

- Assigned as the Team Leader, the project was developed on GameMaker Studio 2 using its own integrated language, GML.
- Implemented basic programming that involves iterations and nested conditions.
- A mini project to encourage disabled people by raising awareness on hearing disability through digital entertainment.

ACADEMIC ACHIEVEMENTS

<ul style="list-style-type: none"> Certified Professional for Requirements Engineering – Foundation Level Dean's Award from Bachelor of Information Systems (Hons.) <ul style="list-style-type: none"> 5th Semester, GPA: 3.70 CGPA: 3.61 4th Semester, GPA: 3.58 CGPA: 3.56 3rd Semester, GPA: 3.55 CGPA: 3.55 	Dean's Award from Diploma in Computer Science <ul style="list-style-type: none"> 5th Semester, CGPA: 3.69 4th Semester, GPA: 3.60 CGPA: 3.69 3rd Semester, GPA: 3.52 CGPA: 3.72 2nd Semester, GPA: 3.67 CGPA: 3.83 1st Semester, GPA: 4.00 CGPA: 4.00
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EXTRACURRICULAR ACTIVITIES

Joined Archimate Modelling Workshop for Enterprise Architecture	(2023)
Industrial Visit to CARA COM MY Sdn Bhd in Cyberjaya with Information System Engineering Club, UiTM Shah Alam	(2022)
Involved in a flood volunteer program in Hulu Langat held by UiTM Selangor in collaboration with a non-profit organization, Mercy Malaysia.	(2022)
Collaborative Visit of UiTM Selangor to UiTM Pahang with Next Generation Oil Sdn Bhd	(2021)
Agarwood Inoculation and Geotagging in UiTM Puncak Alam	(2021)
Represent UiTM Puncak Alam's research on "Eco Plant Tissue Culture Media" as an exhibitor of International Business Summit 2021 in KLCC.	(2021)
Joined 3D Printing Workshop held by MakerLab of UiTM Selangor	(2021)
Involved in the extraction of stingless bee honey in a research centre in UiTM Puncak Alam	(2021)

SKILLS

Software <ul style="list-style-type: none"> Good understanding in object-oriented programming languages such as C++, Java; and basic understanding on Python. Intermediate knowledge of front-end programming languages such as HTML and CSS. Intermediate knowledge of scripting languages such as PHP and JavaScript. Intermediate database skills, specifically in SQL and familiar with database management system. 	Language <ul style="list-style-type: none"> Bahasa Melayu (Native) English (Advanced) German (Basic)
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REFERENCE

Dr. Nor Shahida Mohamad Yusop Senior Lecturer Faculty of Computer & Mathematical Sciences, UiTM nor_shahida@fskm.uitm.edu.my (+60)12-6902492	Wan Faezah Abbas Senior Lecturer Faculty of Computer & Mathematical Sciences, UiTM wanfaezah@uitm.edu.my (+60)17-3141231
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