

IZZAT MAHFUZ BIN IDRIS

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EXECUTIVE SUMMARY

First-class Computer Science (Multimedia Computing) graduate (CGPA 3.83) combining a strong IT foundation with enterprise experience supporting a high-volume e-commerce logistics platform. Brings an analytical, detail-oriented approach developed through User Acceptance Testing (UAT), workflow verification, and operational metric tracking alongside regional product, engineering, and operations teams. Possesses core foundational knowledge in database querying (SQL) and data analysis principles, with a fast-learning mindset eager to deepen technical capabilities. Skilled at interpreting operational workflows, identifying edge-case discrepancies, and bridging communication between technical and business stakeholders.

EDUCATION

Universiti Teknologi MARA (UiTM), Shah Alam Campus, Selangor <i>Bachelor of Computer Science (Hons.) Multimedia Computing CGPA: 3.83</i>	UiTM Shah Alam, Selangor 2024-2026
- A dedicated graduate with a strong CGPA, reflecting consistent high performance throughout the degree. - Consistently recognized for academic excellence, achieving the Dean's List for all semesters. - Engaged in practical coursework covering programming, multimedia development, web technologies, mobile applications, and Unity-based interactive systems. - Involved in individual and group projects that strengthened skills in software development, UI/UX, interactive media, and project leadership.	
Universiti Teknologi MARA (UiTM), Tapah Campus, Perak <i>Diploma in Computer Science CGPA: 3.64</i>	UiTM Tapah, Perak 2021-2024
- Consistently recognized for academic excellence, earning the Dean's List in all semesters and receiving the Vice Chancellor's Award (ANC). - Completed multiple hands-on programming and system development projects, applying theoretical concepts to real-world challenges and technical implementations - Completed the diploma in March 2024, building a solid technical foundation and readiness for advanced studies and professional IT roles.	
SM Sains Raja Tun Azlan Shah (SERATAS), Taiping, Perak <i>Science & Technical Stream SPM: 7A 2B</i>	Taiping, Perak 2016-2020
- Held a leadership role as a School Prefect, demonstrating responsibility, discipline, and strong interpersonal skills. - Contributed to the School Multimedia Team, managing audiovisual support and technical setups for internal school events. - Achieved a Gold Award at the FRSIS Symposium for presenting on the Smart Industry theme, showcasing innovation, research skills, and teamwork.	

EXPERIENCE & ACTIVITIES

Service Learning Malaysia-University for Society (SULAM) <i>Event Director</i>	UiTM Shah Alam Oct-Nov 2025
- Directed and coordinated the opening ceremony for a university-led SULAM community programme. - Managed event logistics, scheduling, and communication between committees and community partners. - Led and coordinated multiple teams to ensure a smooth event flow and successful execution.	
Diploma Sains Komputer Club (DiSK) <i>Corporate Image Exco</i>	UiTM Tapah Oct 2022- July 2023
- Managed corporate image initiatives for the club, including poster design and official announcements. - Assisted in planning and organising club events, ensuring smooth execution and strong visual branding.	

WORK EXPERIENCE

SPX Express (Shopee Malaysia) <i>Product Intern, Product Management Team</i>	Kuala Lumpur Mar - July 2026
- Successfully conducted 4+ User Acceptance Testing (UAT) cycles for new features and system enhancements, executing test plans while proactively designing supplementary test scenarios under managerial guidance. - Collaborated within a cross-border regional team, communicating regularly with the teams in Singapore, China, and local Operations teams in Malaysia to support feature alignment. - Assisted with system configurations and live-environment test executions for 5+ features, coordinating rollout steps in strict accordance with supervisor-approved deployment plans. - Authored clear feature summary decks following successful testing phases to brief the local team and stakeholders on deployment readiness.	

- Configured and prepared 100+ laptops for deployment, including setups for KWSP staff and operational teams, with a high success rate.
- Troubleshoot and resolved 20+ laptop and software-related issues for internal and external clients, improving user efficiency and minimising downtime.
- Performed software updates, system installations, and notebook deployment to support business continuity and IT operations.

AiDAS Event Series
Graphic Design

Remote
July 2022 - Sept 2026

- Designed and delivered 20+ digital assets, including certificates, event card tags and event backdrops for AiDAS events across five consecutive years (2022–2026).
- Collaborated with event committees to produce visually consistent and professional designs, contributing to successful event execution.

PROJECTS

1. MetaClass: Virtual University for Learning using Metaverse

Tools: Unity 3D, Spatial SDK, Spatial.io

- Developed a cross-platform virtual campus (accessible via PC, Mobile, and VR), powered by Spatial.io as an interactive, highly engaging alternative to Zoom or Google Meet for conducting online classes.
 - Created Interactive Campus Layouts: Designed realistic virtual classrooms and social spaces modelled after real-world campuses to support live online classes and natural student-to-student interactions.
- <https://www.spatial.io/s/MetaClass-1-698cd4c96aa7bfa1d1a37d00>

2. DS EZLearn: Data Structure Visualizer (Web App)

Tools: React, JS, HTML, CSS, Claude

- Developed "DS EZLearn" using React JS: Adapted and customized an open-source GitHub data structure visualizer into an interactive, web-based educational tool.
 - Utilized Agentic AI in core development to speed up the process by more than 50%
 - Tailored to Academic Syllabus: Upgraded the visual interface and learning content to align directly with the UiTM Data Structure course curriculum for local students.
- <https://alph4nov.github.io/data-structures-main/>

3. Memory Card Game (Android Studio)

Tools: Java, Android Studio, SQLite

- Developed an Android-based memory game with login, leaderboard, timer, and SQLite database integration.
- Designed UI/UX flow and implemented core game logic, enhancing user engagement and performance tracking.

4. Run-ney Bear Endless Runner (Unity)

Tools: Unity, C#

- Designed and developed an endless runner game featuring power-ups, score multipliers, and multiple levels.
- Created interactive gameplay, level layout design, and animation logic using Unity's game engine.

SKILLS

- **Technical:** SQLite, MySQL (basic), MS Office (Word, Excel, PowerPoint), IT troubleshooting, hardware, Windows, HTML/CSS/JavaScript, Android Studio, Unity (C#), GitHub, Java, AI agent
- **Design:** Canva, Adobe Photoshop, Unity, Affinity, Lightroom
- **Soft Skills:** Problem-solving, Teamwork, Leadership, Communication, Event coordination, Stakeholder management

LANGUAGES

- Bahasa Malaysia (Native)
- English (MUET Band 4)
- French (DELF A2)
- Mandarin (Introductory Level)