

Muhammad Aqil Bin Abdul Ghani

Aspiring Software Developer

aqil28042003@gmail.com

+60122586096

Kuala Kangsar, Perak

<https://github.com/LonelySlack>

<https://www.linkedin.com/in/muhammadd-aqil-0619661a0/>

PROFILE

Bachelor's in Computer Science (Hons.) student who is currently seeking **an internship placement** for 14 weeks starting from **March 2026** to **July 2026**. I am offering programming skills with various knowledge in full-stack development, machine learning and computer vision projects. Fluent in Malay and English and have extraordinary communication skills.

I am seeking internship related to my Computer Science major. While I am still building experience, I am a fast learner with strong adaptability and a strong desire to grow through real-world industry exposure.

EDUCATION

MARA University of Technology (UiTM), Tapah

April 2024 - Present

Bachelor of Computer Science (Hons.), CGPA: 3.38

MARA University of Technology (UiTM), Tapah

October 2021 - Feb 2024

Diploma in Computer Science, CGPA: 3.41

ACHIEVEMENTS & EXPERIENCE

Jr. Penetration Tester (PT1 Certification)

- Completed the TryHackMe course and earned the PT1 badge.

January 2026

SULAM GO LOCAL Programme: Cybersecurity Awareness Program

- SMK Lambor Kiri, Bota, Perak

January 2026

SULAM LOCAL Bengkel Perawatan Awal

- Universiti Pendidikan Sultan Idris (UPSI)

January 2023

WORK EXPERIENCE

September 2023 - March 2024

Pejabat Daerah Dan Tanah Kuala Kangsar (PDTKK)

Intern

- Managed and updated both physical and digital records, ensuring accurate data entry and organized documentation systems.
- Designed event posters and promotional materials for office programs, including Hari Raya and National Day (Merdeka) celebrations.
- Provided basic IT support by setting up projectors, troubleshooting hardware issues, and performing PC resets to maintain smooth office operations.

PROJECTS

CodeCrafter: Game-Based Learning to Teach Programming (Final Year Project)

Godot Engine, GDScript, Java (In-game logic)

- Designed and implemented interactive modules (Data Types, Logic, Functions) that visualize abstract coding concepts to reduce syntax overload for beginners.
- Engineered a progression system with unlockable levels and cross-browser compatibility to ensure responsive gameplay across different environments.
- Conducted usability testing with 10 respondents, achieving an 81.4% positive rating with zero negative feedback, validating the system's effectiveness in reinforcing programming knowledge.

GameBuddy: AI-Powered Gamer Assistant Chatbot

Python, OpenAI GPT-3.5 API, Steam API, Web Speech API, Chart.js

- Developed a domain-specific AI chatbot by reverse-engineering an existing educational framework, utilizing OpenAI GPT-3.5-turbo and advanced Prompt Engineering to create a context-aware "gamer" persona.
- Integrated the Steam API to fetch real-time market data (discounts in MYR) and Metacritic ratings, implementing Chart.js to visualize data-driven game recommendations dynamically.
- Implemented Web Speech API for bidirectional voice interaction (Speech-to-Text and Text-to-Speech), enhancing accessibility and user engagement through multimodal design.

RentVerse: Secure & Intelligent Property Rental Platform

Next.js, Express.js, FastAPI, Docker, PostgreSQL

- Architected a microservices-based rental platform integrating a Next.js frontend, Express.js backend, and a Python (FastAPI) AI service for modular scalability.
- Implemented SecOps principles by embedding security throughout the lifecycle, utilizing JWT for stateless authentication and Role-Based Access Control (RBAC) to secure API endpoints.
- Developed an AI analytics microservice using FastAPI to provide intelligent rental price predictions and automated listing classification, aiding data-driven decision-making.
- Hardened the application against common web threats (OWASP Top 10) using Helmet.js for secure headers, strict CORS policies, and parameterized queries with Prisma ORM to prevent SQL injection.

MathQ: Gamified Educational Mobile Application

Android Studio, Java, XML, Firebase Realtime Database

- Designed the UI/UX using XML and Canva, creating engaging wireframes and layouts (Login, Gameplay, Leaderboard) optimized for primary school students.
- Architected the Firebase Realtime Database schema, implementing relational data structures (User, GameSession, AnswerLog) to store game history and track progress.
- Integrated real-time data synchronization to power a dynamic Leaderboard System that instantly ranks users based on high scores across multiple difficulty levels.

Deep Blue Vision: Underwater Image Color Restoration & Debris Detection

MATLAB, Image Processing Toolbox, SVM Classifier

- Developed an automated debris detection pipeline using MATLAB to address severe underwater light attenuation and scattering.
- Implemented a Red-Channel Compensation algorithm to restore color balance and CLAHE (Contrast Limited Adaptive Histogram Equalization) to significantly enhance image contrast and texture visibility.
- Engineered a Hybrid Segmentation Engine combining Adaptive Thresholding and Canny Edge Detection to accurately isolate debris from complex seabed backgrounds.

TECHNICAL SKILLS

Programming Languages

Python, Java, JavaScript, TypeScript, C++, SQL, HTML, CSS, GDScript, XML.

Libraries, Frameworks, Tools

Next.js, React, Vue.js, Express.js, FastAPI, Node.js, Tailwind CSS, Prisma ORM, Bootstrap, Firebase,, Godot Engine, MATLAB, OpenAI API, YOLOv8, Roboflow, Android Studio, Git/GitHub, Power BI.

REFERENCES

DR. MASURAH MOHAMAD

Lecturer / Supervisor

UiTM, Tapah Campus

Tel: 016-3312001

Email: masur480@uitm.edu.my