AZIZI AZFAR

COMPUTER ENGINEER

Singapore

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WORK EXPERIENCE

CODING INSTRUCTOR (PART-TIME)
First Code Academy | Jun '18 -

- Conducts coding classes for children who are keen in programming.
- Demonstrated ability to teach and explain basic coding concepts to children
- Displayed eagerness to learn new skills and languages.

MEDICAL ORDERLY, SERGEANT
Singapore Civil Defence Force | Feb '14 - Feb

- Department in-charge for the Treatment & Resuscitation Department.
- Planned and executed mass events such as recruits' vaccinations and mass blood tests, most of which consist of at least 200 participants. This demonstrated his ability to oversee and efficiently handle large events.
- Led his department to efficiently carry out daily tasks and also time-critical situations such as casualties.

SKILLS

Spoken/Written Languages: English, Malay

Programming Languages: C, C++, Java, Verilog, HTML/CSS

Platforms: Unity, Arduino, Photoshop

Technical Skilss: Circuit Design, Baseboard Programming, Arduino Programming

EDUCATION

BACHELOR'S DEGREE
National University of SInagpore | Aug '16 - May '20
- Bachelor of Engineering (Honours), Computer Engineering
- Relevant Coursework: CS2103 (Software Engineering), EE2020 (Digital Fundamentals), EE2024 (Programming for Computer Interfaces), CS3240 (Interaction Design), NM3216 (Game Design)

'A' LEVELS
Pioneer Junior College | Feb '12 - Nov '13
- GCSE 'A' Levels
- H2 Physics, H2 Mathematics, H2 Chemistry, H1 Economics, H1 General Paper, H1 Project Work, H1 Mother Tongue (Malay)

COURSEWORK

CS3240 Interaction Design | Aug 18 -
• Currently learning importance of user-centered design and usability in the development of computer applications and systems.
• Made prototypes and wireframes using tools such as Balsamiq, Adobe Illustrator, and InVision.

CG3002 Embedded Systems Design | Aug 18 -
• Participated in developing a wearable that detects user movements.
• Responsible for the rmware section of the project.
• Worked on UART communications (serial) and client-server communications (socket) between the werable system and host server.

CS2103 Software Engineering | Aug '17 - Dec '17
• Worked in a group of 4 to develop new features and system tests for a desktop application, called Bluebird
• More details and my specific contributions can be viewed on GitHub, under my AddressBook Level 4 Repository

EXTRACURRICULAR ACTIVI-

GAME DEVELOPMENT GROUP, MEMBER
National University of Singapore

• Enthusiastically participated in the Game Development Group's activities.
• Assumed the role of programmer in a game development project throughout the semester (2017), despite not having any prior experience in Game development.
• Through self-learning and the guidance from senior members of the Game Development Group, an in-game character was created successfully with fellow team members.

RIHLAH 1438H, HEAD OF LOGISTICS
NUS Muslim Society

• Responsible for ensuring that the logistical needs of the event were handled efficiently.
• Worked closely with committee members to liaise with external vendors to ensure that the logistical needs for over 200 participants are ready well beforehand.

K-PRODUCTIONS DRAMA TEAM, MEMBER
Kranji Secondary School

• Actively involved in the performing arts together with the K-Productions Drama Team.
• Successfully achieve an SYF Gold Award (2009) for the team's outstanding performance.
• Enthusiastically participate in club activities and performances before finally stepping down in final year.

ARCHERY, HEAD OF WELFARE
Pioneer Junior College

• Responsible for the team's well-being and social cohesion.
• Organised events such as gatherings and bonding games to strengthen the bond between the archery team.
• Ensured that everyone strives to achieve the best together, as a team