

# NOUFAH BINTI ABDULLAH HAJIBILANG

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## PROFILE

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Final-semester Diploma in Computer Science student with proven experience building secure, accessible government systems during 6-month internship at Majlis Perbandaran Kangar. Recently recognized as UiTM 2025 Bronze Award recipient (top 3 "Student of Promise" nationwide) for holistic excellence in academics, leadership and community contribution.

Skilled in full-stack web development with focus on security architecture, API integration and WCAG accessibility compliance. Experienced in leading student-run programs and adapting solutions for diverse users as a registered person with low vision. Fluent in Malay and English.

## EDUCATION

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### MARA University of Technology (UiTM), Arau

October 2022 – Feb 2026

Diploma in Computer Science

### Sekolah Menengah Kebangsaan Agama (P) Alawiyah, Kangar

2017 – 2022

PT3, SPM

## PROJECTS

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### InventStor: Secure Government Asset & Inventory Management System

*PHP, MySQL, JavaScript, HTML/CSS, Telegram Bot API, Microsoft Task Scheduler, WCAG 2.1*

- Engineered anti-corruption business logic with Self-Approval Prohibition, Negative Stock Prevention and database row-level locking to prevent concurrency issues during admin approvals.
- Integrated Telegram Bot API for real-time admin notifications and Microsoft Task Scheduler for automated monthly inventory audits, removing manual follow-up burden.

### Vendor Management System

*HTML, CSS, PHP, SQL, Notepad++, Figma*

- Developed a CRUD based web app with vendor listings, basic user input and interactive web elements.
- Designed frontend layout using Figma for UI mockup and prototype consistency.

### Mini Mart Inventory Management System

*Java*

- Built a console-based inventory system using OOP principles (class, method, data structure).

- Practiced exception handling, input validation and simple menu driven navigation.

### **Online Game Purchasing System**

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- Programmed basic console interface to simulate purchase flow using functions and loops.
- Applied conditional logic and switch case to handle multiple product types.
- Designed modular structure with separate price, quantity, and summary functions.

### **Online Course Registration System**

C++

- Built a simple console-based system that allows students to register, drop, and view courses using file handling and conditional logic.
- Practiced modular programming, loops, and validation to simulate real-time registration flows.

## **TECHNICAL SKILLS**

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### **Programming Languages**

**Proficient:** PHP, SQL, HTML, CSS, JavaScript

**Familiar:** Python, C++, C, Java

### **Frameworks & Libraries**

Bootstrap, jQuery

### **Tools & Technologies**

MySQL, Git, Visual Studio Code, Figma, Notepad++, XAMPP, Microsoft Task Scheduler, Telegram Bot API

### **Development Practices**

API Integration, Database Design, Web Accessibility (WCAG), Technical Documentation

## **LEADERSHIP EXPERIENCES**

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### **Implementation Committee, Student Representative Council Selection Committee (JPJPP), UiTM Perlis**

**Nov 2024 – Nov 2025**

- Entrusted as a committee member to manage the university's student election process.
- Ensured all proceedings complied with university election rules, facilitating the selection and voting process for the new Student Representative Council.

### **Secretary General, Rakan Muda Sekretariat (SRM), UiTM Perlis**

**Oct 2024 – Feb 2025**

- Led all administrative operations, managed official documentation, and supported high-impact student events at campus and state levels.
- Acted as the primary liaison between committees and institutional partners.
- Managed the successful execution of state-level programs, including as Program Secretary for "Program Penjelajahan Lasak" and "Kursus Asas Kayak".

### **Head of Information Unit, Student Parliament Sekretariat (SPM), UiTM Perlis**

**Dec 2023 – Aug 2024**

- Promoted from Information Executive (Dec 2023) to Head of Information Unit (Jun 2024).

- Directed all media, publicity and information strategies for student parliament initiatives.
- Managed social media channels and content creation, enhancing student engagement and visibility for three major Student Parliament Conferences.

**Executive Committee Member, Game Master Clan (GMC), UiTM Perlis  
Mar 2023 – Aug 2024**

- Served as Publicity Lead (2022/23) and Protocol Officer (2023/24) in a student led gaming and tech community.
- Constructed informative content and managed social media for event promotion.
- Coordinated protocol arrangements to ensure professionalism in campus tournaments.

**Publicity Executive, UiTM Inspirational & Inclusion Club (UIIC)**

**Oct 2022 – Feb 2024**

- Developed informative campaigns promoting inclusive events and disability awareness.
- Collaborated with external organizations including Selangor Youth Community (SAY) and Yayasan Raja Muda Selangor to deliver outreach initiatives.

**AWARDS AND CERTIFICATES**

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**Awards & Recognition**

- Recipient, Mahasiswa OKU Harapan (Student of Promise), UiTM 2025 - Bronze
- Recipient, The Duke of Edinburgh International Award – Bronze
- Recipient, Majlis Apresiasi Persatuan dan Sukan (MAPS) UiTM Perlis
- Recipient, Anugerah Bintang Satu (Basic Kayak Course)

**Professional Certifications & Workshops**

- Certificate, Online Certified Behavioural Therapy (CBT) Programme – CBT Coach
- Certificate, Kepelbagaian dalam Usaha Penyatupaduan Siri 2/2023 Course
- Certificate, E-Sports Volunteer Roadshow – E-Sports Volunteer
- Certificate, Emcee Workshop (Fundamental)

**REFERENCES**

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