



PATRICK ANAK PENGIRAN

SOFTWARE ENGINEER

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<https://github.com/ptruckz>

PERSONAL PROFILE

An enthusiastic Software Engineer with a strong background in collaborative team environments, proficient in both Web Development and Mobile Application Development as well as AI Chatbot Development. Actively pursuing opportunities to advance career growth and enhance skill set in current and emerging technologies.

SKILLS

Coding Languages

Dart, ReactJS, SvelteJS, VueJS, C, C++, JavaScript, TypeScript, HTML/CSS/PHP & Python.

Development Tools/Frameworks

Flutter, Figma, Visual Studio Code, Git, RenPy, SvelteKit, Atom, Eclipse, Unity.

Other Software

Wix, LM Studio, GitHub, GitLab, WordPress, Krita, Wondershare Filmora, DaVinci Resolve, Microsoft Word & Microsoft PowerPoint.

Language Proficiency

English - Fluent

Bahasa Malaysia - Intermediate

Chinese - Basic

Bahasa Iban - Basic

Bahasa Bidayuh - Basic

CERTIFICATES

- Ivanti Neurons for ITSM - Administration Certification
- Flutter - TestDome
(www.testdome.com/certificates/105e9e16bf3e4860a87a760a6b6b86f1)
- Mudapreneur@HE 2020
- Mobile Entrepreneurship Program 2019
- iSTEEEX 2016
- Karnival Sains 2015

EXPERIENCE

IMPACT BUSINESS SOLUTIONS SDN. BHD

September 2022 - Present

- Software Engineer
 - Full Stack Mobile App Development and Front-end Web Development
 - Experience in using Git for version controlling
 - Experienced in ITSM ticketing system via Ivanti
 - Worked with WordPress and SvelteJS for Frontend Development
 - Developed and maintained CCTV Monitoring Mobile App
 - Created Human Resource Mobile Application
 - Google Play Store & Apple App Store Publishing Experience
 - Experience in making AI Chatbots using PYTorch, LLAMA, and GEMMA both free text and guided
 - Experience in Digital Twin technology

IMPACT BUSINESS SOLUTIONS SDN. BHD

March 2021 - August 2021

- Intern
 - Full Stack Mobile App Development
 - Created 3 apps for company clients using Flutter (Dart) and Firebase
 - Trained and helped in server maintenance and structure

UNIVERSITY MALAYSIA SARAWAK (UNIMAS)

Sept. 2018 - July 2022

- Champion
 - Mobile Entrepreneurship Program 2019 by Faculty of Information Technology, UNIMAS
 - Developed a Minimum Viable Product of a Location-Based -Community Service Platform application (LBCS)
 - Languages and Tools used: Flutter, Visual Studio, Figma & Android Studio
 - Role : Front End Developer and UIUX Designer
- Finalist
 - MUDApreneur@HE 2020 by CREATE in Malacca
 - Designed a full wire-frame of Nere, a Location-Based-Community-Service Platform application (LBCS)
 - Pitched business ideas in front of high end investors
 - Languages and Tools used: CSS, Figma, PowerPoint
 - Role: Front End Developer, UIUX Designer and Lead in Business Pitching
- Final Year Project
 - Faculty Student Guide with Chatbot Mobile Application
- Game Development Course
 - Created a visual novel game with RenPy

ACADEMIC BACKGROUND

UNIVERSITY MALAYSIA SARAWAK (UNIMAS)

Foundation in Science : Physical Sciences

| 2017-2018

Bachelor of Computer Science : Multimedia Computing

| 2018 - 2022

- 2.86 CGPA

SMK SUNGAI TAPANG INTERNATIONAL

BACCALAUREATE WORLD SCHOOL

Class of 2016

- Achieve 6As 3Bs for Sijil Pelajaran Malaysia

INTERESTS

- Mobile Development
- Web Development
- Game Development
- Graphic Design
- Video Editing

REFERRALS

Ts. Dr Sarah Samson Juan | 082 - 583 619

Deputy Dean (Industry and Community Engagement)

Faculty of Computer Science and Information

Technology (UNIMAS)

Jln Datuk Mohammad Musa, 94300 Kota Samarahan

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Ex-colleague and ex-team leader

Software Engineer

Upstack Studio