



## PROFILE

Passionate teacher, programmer, tech lover, book author and content creator.

## CONTACT

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## INTEREST/ SPECIALITY

Remote Control Aircraft  
Electronics  
3D Printing  
Programming

# AHMAD HANIS

## LECTURER

### EDUCATION

#### Undergraduate

1997 - 2000

[Bachelor of Computer Science, Universiti Putra Malaysia]

#### Graduate

2000 - 2002

Masters of Information Technology (Full Research) – Project title  
**"Fingerprint feature extraction algorithm using Binary Image".**

### WORK EXPERIENCE

#### Universiti Utara Malaysia (Tutor)

2000–2003

Teaching assistant at the School of Computing Lectures, teaching programming exercises such as Java, Visual Basic, web programming and Linux Operating System.

#### Assistant Director to CoPed (2015-2018)

CoPed is a training unit under the School of Computing responsible for delivering training in or outside Universiti Utara Malaysia. Many professional courses are offered by CoPed, such as CCNA, Microsoft, Oracle, IBM, ComTia and others. CoPed also conducted professional examinations such as CCNA and TOEFL. Through various efforts, CoPed managed to obtain RM 120,000 from KISMEC to conduct a mobile programming course in 2016 and 2017.

#### CoPeD Trainer (2015-Current)

Conduct various training for CoPed related to computer programming such as IOT, mobile and web application development.

#### MCMC-Makerspace Lab Deputy Manager (2018-Current)

Currently serves as the assistant manager for IOT training, 3D printing, outreach programs, and IOT product development at Makerspace Lab. Through various efforts, the lab has succeeded in obtaining RM100,000 in funding to operate Lab Activities. The lab's activities can be accessed through the following link:

<https://www.facebook.com/groups/1489340754478535/>

#### Lecturer – (2003-Current) 2003–

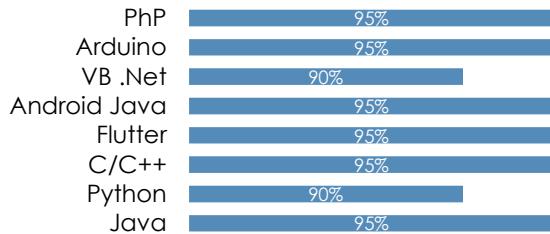
current

Teaching subject

- Management Information System in Organization 2 semesters.
- Computer Application Management for 1 semester.
- Information System in Organization for 1 semester.
- Personal Development and Character Building for 1 semester.
- High Touch Communication for 1 semester.
- Personal Financial Planning for 1 semester.
- Thinking Skill for 1 semester.
- **Operating System** for 12 semesters.

- Basic Programming for 1 semester.
- Advanced Programming for 1 semester.
- Computer System Organization for 3 semesters.
- Operating System Administration for 2 semesters.
- System Programming for 1 semester.
- Computer Network for 2 semesters.
- Network Management for 1 semester.
- Software Engineering 1 semester.
- Real Time Programming for 3 semesters.
- **Mobile Programming** for 16 semesters.
- Distributed Computing for 1 semester.
- Introduction to Programming for 1 semester.
- Programming 1 (Java) for 4 semesters.
- Programming 2 (Java) for 4 semesters.
- **Web Programming for 4 semesters**

## NOTABLE PROGRAMMING SKILLS



Malaysian github top commit (ranking 233 with 142 contrib)- <https://commits.top/malaysia.html>

## NOTABLE TRAINING CONDUCTED

### Android Eclipse Programming

- Training conducted in 3 semesters for fulfilling a contract for KISMEC, Sg Petani (2016-2017)
- Training conducted for Kolej Komuniti Jitra (2016)
- Multiple scheduled training conducted by CoPED for companies/individuals.

### Web Application Development

- Training conducted under KPN for Kedah Asas Sains Komputer Teachers. (2018)

### Arduino Training

- Training conducted under KPN for Kedah Rekabentuk Teknologi Teachers. (2019)
- Various short training for lecturers and students.

### IPV6(2016)

- Conducted training for Kementrian Pelajaran Tinggi, delivering IPV6 implementation in the government sector for 180 government IT personnel.

### TVET Cambodia 3D Print and IOT training (2 Weeks) (13-24)/1/2020

- Conducted training for Cambodian students in 3D printing and the Internet of Things.

### **Introduction to Flutter**

- Various short Flutter training given to lecturers and student

## **TEXT BOOK WRITTEN**

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### **Sistem Pengoperasi (2005)**

100 pages book written in Malay language to help student to understand fundamental concept in operating system. This book also contains Linux Bash Programming that allow reader to understand basic bash scripting language.

### **Surviving Android Programming with Eclipse (2014)**

120 pages book written to help students in Mobile programming learn basic to intermediate Android programming using Eclipse development environment. It contains basic installation, introduction to the IDE, layout component, basic programming, multimedia component, offline and online database, sensors, and map component.

### **Surviving Android Programming with Android Studio (2018)**

120 pages book is written to help students in Mobile programming learn basic to intermediate Android programming using the Android Studio development environment. It contains basic installation, introduction to the IDE, layout component, basic programming, multimedia component, offline and online database, sensors, and map component.

### **A Practical Guide to PHP-MYSQL**

60 pages book contains practical PHP programming web application guidelines to help users build a simple web application using MySQL database. This book starts with installation and web server configuration and then continue with basic login using PHP. The main page contains a data list from a database where users can perform basic CRUD operations.

### **Internet of Things with Arduino and ESP8266**

90 pages book is on programming ESP8266 using Arduino IDE. This book contains basic Arduino IDE installation for ESP8266 microcontroller, basic introduction to Arduino programming, basic input-output, memory access, reading sensors data, Wi-Fi connectivity, database access, and MQTT.

### **Introduction to Flutter Mobile Programming (2021)**

130 pages book is written to help students in Mobile programming learn basic to intermediate mobile programming using Visual Studio Code. Flutter is a new programming SDK that allows users to build a single code-based application that can run on multiple platforms such as Android, IOS, Windows, and Web. This book provides installation guidelines and quick startup on Flutter code using the Dart programming language.

### **Web Application Development using W3CSS framework (2021)**

136 pages book written to help students in web programming class to learn about developing a complete web application development using the W3CSS responsive web application. The book provide complete application development using HTML, JS, CSS, PHP, and MySQL.

## **CURRENT PROJECTS**

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### **MYHELPER (ISOC Grant): 2019-2020 (RM100,000)**

Developing a mobile application to help users to search or post quick help needed. Enable users to gain extra income by accepting non-trivial jobs posted by another user. The application is available through

Google Play Store.

<https://play.google.com/store/apps/details?id=my.edu.uum.myhelper>

**Décor Grant Project for Water Wastage Detection: 2019-2020  
(RM10,000)**

Design and build an IoT device that detects any water leakage and automatically reports to the person in charge. The device is a battery-powered attach with a pressure sensor and checks the water pressure every 5 minutes. With such detection, it can report any low water pressure, and action can be taken.

**IASDO Grant Project for BUS Tracking using LORA network: 2019-current  
(RM20,000)**

Design and build IoT device that can detect vehicle location and report back to database through 915MHz LORA network. The challenge is to build a reliable LORA relay/router to get real-time data update from the GPS module.

**MyBuddy: 2021-2025 Outside Grant (RM130,000)**

A mobile application to help school counsellors to determine and mitigate early schools dropout among students in Kedah.