

MUHAMMAD AGIL IZZULHAQ

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Kendal, Central Java

A computer science student fueled by a passion for creating captivating digital experiences in the field of frontend development. With the knowledge in HTML, CSS, and JavaScript, ready to embark on a journey to master the technical skills required to design visually appealing and user-friendly websites and applications. Eager to stay updated with the latest industry trends and technologies, committed to implementing cutting-edge solutions.

Education Level

Universitas Negeri Semarang - Semarang, Indonesia

Aug 2021 - Jun 2025 (Expected)

Undergraduate in Computer Science, 3.94/4.00

- · Currently in 4th year undergraduate
- Actively participated in BEM FMIPA UNNES 2022

SMA Negeri 1 Weleri - Kendal, Indonesia

Jul 2018 - May 2021

High School Diploma in MIPA

- · One of the Head of Comission at OSIS (Student Council)
- Part of Paskibra (Flag Hoisting Troop)
- · Debater for English Club

Organisational Experience

BEM FMIPA UNNES 2022 - Semarang, Indonesia

Feb 2022 - Jan 2023

Junior Staff of Literacy and Science Department

Providing service and developments in the academic field, as well as facilitating students of the Mathematics and Sciences Faculty, Semarang State University, to develop themselves by achieving in the academic field.

- Became a zoom operator for several webinars and competitions
- · Created several poster designs for webinars, competitions, and internal events
- · Manage a WhatsApp group for information about webinars, competitions, and scholarships
- Being the coordinator of the publication and media division in a competition held by the division

OSIS SMA Negeri 1 Weleri - Kendal, Indonesia

Jan 2019 - Dec 2019

Head of Commission IV: Academic, Arts, and Sports Achievement

Providing students with opportunities to improve their learning achievements, explore their artistic talents and develop their sports skills at school. Through competitions, art performances and sports activities, students can hone their intellectual abilities, creativity and build a balanced personality

- Organized activities such as organizing national day events, inter-class competitions, sports and art competitions, and annual school concerts.
- · Accommodating students' aspirations regarding the procurement of competitions and events that involve student participation
- Short movie coordinator for school introduction to new students
- · Managing school and organization social media accounts
- · Create poster designs for events and competitions

Skills, Achievements & Other Experience

- Hard Skills: Design (Adobe Illustrator, Adobe Photoshop, Canva, Figma, Unity)
- · Hard Skills: Microsoft Office (Word, PowerPoint, Excel)
- Hard Skills: Programming (C++, Python, Laravel, HTML, CSS, JavaSript, Java)

- Modules Taken ❷ (2023): Dicoding: Belajar Dasar Git dengan GitHub
- Modules Taken ❷ (2023): Dicoding: Pengenalan ke Logika Pemrograman (Programming Logic 101)
- Modules Taken ❷ (2023): Dicoding: Pengenalan Data pada Pemrograman (Data 101)
- Modules Taken ⊙ (2023): Dicoding: Memulai Dasar Pemrograman untuk Menjadi Pengembang Software
- Modules Taken ❷ (2023): Dicoding: Meniti Karier sebagai Software Developer

- Modules Taken ⊚ (2022): Cisco CCNAv7: Introduction to Networks
- Soft Skills @ (2021): Pelatihan Kepemimpinan dan Manajemen Mahasiswa Tingkat Jurusan, HIMA Ilmu Komputer 2021
- Soft Skills @ (2021): Through Special Training: Digital Marketing and Personal Branding, Telkomsel Enterprise
- Projects ⊚ (2023): Website Sumber Daya Alat Kesehatan dan Ruangan, Rumah Sakit ROSATI
- Webinars Attended ❷ (2022): Millennial Entrepeneur, BEM FMIPA UNNES 2022
- Webinars Attended ⊚ (2021): Seminar Nasional Ilmu Komputer Universitas Negeri Semarang 2021
- Webinars Attended ② (2021): Exploring Career Opportunities Through Headhunters in The Digital Age