



CONTACT

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EDUCATION

Bachelor in Computer Science

(Major in Software Engineering)

International Islamic University
Malaysia

August 2021 – Oct 2025

CGPA: 3.49

Foundation in Engineering and Computer Science

Centre for Foundation Studies,
International Islamic University Malaysia

August 2020 – June 2021

CGPA: 3.60

MINI PROJECTS

- **Multy (Event Management System)**

<https://multy.elyasasmad.com/>

A complete university events management system, with focus on a unique user experience.

Tech stack: SvelteKit, ASP.NET, Zitadel (OAuth2 provider), Cloudflare R2

- **IIUM Mega Run**

<https://megarun.elyasasmad.com>

A community run website, e-commerce module & 3D landing page with model of IIUM. 3D model built myself with Blender

Tech stack: React, Next.js, Supabase, Firebase, Three.js, GSAP, AWS SES, Blender

- **Digital Kad Raya**

<https://selamathariraya.elyasasmad.com>

A simple project for creating & sharing eid al-fitr wishes with 3D digital card.

Tech stack: React, Next.js, Firebase, Howler.js, Three.js, GSAP, styled-components

Elyas Asmad

Full-stack & mobile app developer, DevOps engineer & cybersecurity enthusiast

PROFESSIONAL EXPERIENCE

Bank Islam Malaysia Berhad | Kuala Lumpur

Mar 2025 – Dec 2025

Mobile App Software Engineer Intern

- Contributed heavily to the complete rewrite of Bank Islam's Be U digital banking app in Flutter, serving as the co-lead developer to modernize the platform and improve user experience.
- Conducted all code reviews for all pull requests within the Be U (Flutter) codebase, ensuring code quality, adherence to best practices and system stability.
- Provided critical development support for the existing Be U application (Kotlin & Swift) while actively rewriting part of the app in Flutter, bit-by-bit to achieve feature parity (with the native app) while introducing new features and expand functionality.
- Contributed significantly the development of saving streaks feature (written in Flutter) for Be U (native) which was embedded into the host native app. Integrated GLSL shader, custom animations (tween) and custom components, leveraging Flutter's low-level API.

Projects Involved

- Bank Islam – Be U (digital banking app)
 - Co-led the complete rewrite of the Be U digital banking app using Flutter, establishing core architecture, critical business logic and foundational security modules.
 - Integrated Flutter modules into the existing native Android (Kotlin) and iOS (Swift) codebases, enabling a phased migration while maintaining feature parity and system stability.
 - Conducted all code reviews for the Flutter codebase, suggesting best practices and ensuring high code quality.
 - Developed and embedded advanced Flutter features into the native app, including the "Saving Streaks" feature, utilizing custom animations, GLSL shaders and low-level Flutter APIs to enhance user experience.

EDS Communications Sdn. Bhd. | Kuala Lumpur

Aug 2024 – Feb 2025

Team Lead, Flutter & Full-stack Developer, System Architect
& DevOps Engineer

- Led end-to-end development of MyMUIS mobile application, backend systems & web app.
- Integrated multiple payment systems: Merchanttrade Ozopay FPX & card payment, PayNet APIs and AmBank merchant APIs for financial transactions.
- Architected scalable application infrastructure to accommodate Sabah large Muslim community, leveraging hybrid cloud configuration (AWS & DigitalOcean).
- Built a CI/CD pipeline workflow to enhance developer experience in building & product delivery.
- Performed first-level code review and merged codes from development team.

Projects Involved

- MyMUIS Mobile Application
 - Led the development of the MyMUIS mobile application using Flutter, realizing design specifications into a high-quality, production-ready app.
- MyMUIS PDF Receipt System
 - Designed and implemented a scalable, cost-efficient PDF generation and job-queuing system using Cloudflare Queues and Cloudflare Workers (Durable Objects).
- MyMUIS Backend
 - Developed a robust backend codebase in Go, applying clean architecture, best practices and industry-level design patterns. Led technical code reviews to maintain high code quality and long-term maintainability.
- MyMUIS Admin Panel
 - Built a SvelteKit admin dashboard for financial transaction management and user administration.
- MyMUIS DevOps
 - Orchestrated backend deployments on AWS using Docker Swarm to ensure scalability and reliability. Implemented automated CI/CD pipelines to accelerate delivery and improve deployment consistency.

SKILLS

- **Programming Languages**
 - Dart, Flutter
 - Go
 - TypeScript, JavaScript
 - Java, Kotlin
 - Rust
 - C#
 - Elixir
 - Python
 - C & C++
 - PHP
 - SQL
- **Full-stack web development**
 - React, Next.js
 - Vue, Nuxt.js
 - Svelte, Sveltekit
 - Angular
 - Prisma (ORM)
 - ASP.NET
 - Spring Boot
 - TailwindCSS
 - FastAPI
 - Hono.js, Express.js
 - Nest.js
 - Laravel
 - Astro
 - Firebase, Supabase
 - Phoenix
 - jQuery
 - Flask
- **Mobile App Development**
 - Flutter
 - React Native
 - Native – Java, Kotlin, SwiftUI
 - Jetpack Compose
 - Ionic + Capacitor
- **Cloud Computing**

Amazon Web Services (AWS), Google Cloud, Cloudflare, DigitalOcean, Microsoft Azure, Linode, IPServerOne
- **DevOps**

Docker, Docker Swarm, Ansible, GitHub Actions CI/CD, Tailscale, k8s

INTERESTS

- Passionate to develop high-quality software with an emphasis on scalability, efficiency and maintainability.
- Committed to design and build a unique UI/UX experiences.
- Actively engaging in Capture the Flag (CTF) competitions to continually sharpen cybersecurity skills as hobby.

REFERENCES

Priyadarsshann Nair

Team Lead

Bank Islam Malaysia Berhad

Email : pnair@bankislam.com.my

Hatta Zainal

Head of Product Engineering

Bank Islam Malaysia Berhad

Email : mhattaz@bankislam.com.my

Dr. Andi Fitriah Abdul Kadir

Assistant Professor

IIUM CTF Team Advisor

Email : andifitriah@iium.edu.my

Proven Mobility Sdn. Bhd. | Kuala Lumpur

Oct 2023 – Dec 2024

Team Lead, Flutter & Full-stack Developer, System Architect & DevOps Engineer

- Led the end-to-end software development lifecycle (SDLC) for three major projects: AG4U, Umroo and Proven Kids.
- Oversaw the delivery of mobile, web, IoT and server-side systems & guaranteeing smooth architectural integration across platforms.
- Directed all project phases from requirements analysis & technical planning to deployment and long-term maintenance.
- Coordinated seamless integration across diverse technology stacks to deliver reliable, cohesive software solutions.
- Led cross-functional teams while maintaining high engineering standards and ensuring on-time & high-quality project delivery.

Projects Involved

- **AG4U Mobile Application**
 - designed, architected and developed the AG4U mobile application for Alti Genius kindergarten with a friendly and intuitive UI/UX.
 - proposed & developed cost-effective & scalable solutions for complex features like real-time updates and attendance tracking (using IoT device).
- **AG4U Backend**
 - engineered a scalable monorepo backend code architecture leveraging Hono.js and Bun (runtime), improving system performance and maintainability.
 - contributed a major part in writing API endpoints with versioning for various features (mobile & admin panel) to support diverse business requirements.
 - optimized and stored over 1 TB+ of images & videos uploaded by the kindergarten staffs while being cost effective.
- **AG4U Notification Microservice**
 - designed and deployed high-performance notification microservice written in Go, capable of handling high volume of real-time cloud messaging and SMS requirements.
 - implemented message queuing and delivery systems with AWS SQS to ensure reliable communication between the backend & microservice.
- **AG4U Admin Panel (Web)**
 - developed comprehensive admin dashboard for end-to-end kindergarten management, including staff and parents administration, students enrollment, conversations management and financial operations.
 - implemented advanced features for in-app documents management and announcement systems.
- **Proven Kids Project**
 - successfully adapted the AG4U codebase to realize a white-labeled kindergarten management solution.
 - engineered multi-tenant architecture, enabling multiple kindergartens to operate independently within a single platform.
 - implemented data isolation and security measures to ensure proper separation between different kindergarten instances

UNIVERSITY EXPERIENCES

IIUM – ICECTF: Chapter 0 2024

- Committee and challenge creator of ICECTF: Chapter 0, hosted by SIG: Cybersecurity IIUM & IIUM Cybersecurity Enthusiasts (ICE)

APU – PwC Hack A Day 2024 International CTF 2024

- Won 4th place local ranking and 27th globally.

APU – International Battle of Hackers National CTF 2024

- Won 5th place of 115 participating Malaysian teams, representing IIUM.

UNITEN – rawSEC rENTAS National CTF 2024 Finalist

- 11th place of 30 participating Malaysian teams

Snyk Fetch The Flag International CTF 2023 Participant

- Placed on the 131th place of 1972 teams (7351 players globally)

UniSA – Digital Innovative Creativepreneur (DICE) 2022

- Developed a hiking companion app that includes social media, live location tracking and augmented reality (AR) & AI capabilities to analyze potentially hazardous areas.

UM – INTECH-21 Inter-University Startup Competition Finalist

- Won as one of the top 20 finalist businesses from 100+ businesses pitched.
- Built a fully-fledged e-commerce personal shopper application to bridge the gap between customers and riders.

IIUM – KICT University Hackathon 2021

- Won 1st place among 5 participated teams. Proposal of a student management app.