

JAVIER MIGUEL ABENG

Software Engineering | Final-Year Undergraduate

+6010 960 8673 | javierabeng@gmail.com | linkedin.com/in/javermiguelabeng/

PROFILE

Final-year Software Engineering student at Universiti Malaysia Sarawak (UNIMAS) with practical experience in software engineering, mobile application development, and research and development. Experienced in delivering projects through collaborative teamwork, with a track record of academic excellence and participation in competitive technology challenges. Strong analytical, problem-solving, and communication skills, with a passion for continuous learning and innovation.

EDUCATION

Universiti Malaysia Sarawak (UNIMAS) Bachelor of Software Engineering with Honours, CGPA: 3.42	2022 – 2026
Kolej Matrikulasi Perak Sijil Matrikulasi KPM (Computer Science), CGPA: 3.29	2020 – 2022

TECHNICAL SKILLS

Programming Languages: C++, C, C#, Java, HTML, CSS, Dart (Flutter), Python

Tools & Technologies: Flutter, Visual Studio Code, Android Studio, Figma, XAMPP, Oracle VirtualBox

EXPERIENCE

Research & Development Intern Sarawak Energy Berhad	Mar 2025 – Aug 2025
- Contributed to the TORA (Transformer Oil Rapid Analysis) prototype by supporting ML model development to predict transformer oil health, reducing reliance on external lab analysis. - Improved system reliability through input validation, code refactoring, and documentation across multiple TORA prototype iterations. - Worked in sprint-based cycles with hardware including Raspberry Pi and Arduino, integrating hardware and software components during prototype testing. - Strengthened technical and soft skills through stakeholder engagement and cross-disciplinary collaboration with engineers and project leads.	

PROJECTS

UNIMAS SmartBus Final Year Project, UNIMAS	Oct 2025 – Jul 2026
- Built a Flutter mobile app with three user roles (student, driver, admin) addressing unreliable bus arrival times for students. - Developed student-facing features including live GPS tracking, bus occupancy display, tap in/out functionality, and emergency reporting. - Implemented driver-facing functionality for real-time location updates, feeding live position data into the tracking system. - Built an admin module for fleet, route, and report management, enabling oversight across the entire bus network.	
SwkGDC GameJam Team Project, Unity Engine	2023 – 2024
- Designed and developed a 2D horror game from scratch in Unity within a 40-hour hackathon, focusing on lighting and environmental systems to build an immersive atmosphere; awarded Best Game Mechanic, Team Award (2023). - Applied iterative, deadline-driven development across both events, balancing gameplay mechanics with technical constraints.	

ACHIEVEMENTS & AWARDS

- 2nd Best FYP for Software Engineering — 22nd FCSIT FYP Symposium (2026)
- Global Nominee & 1st Runner-Up (Sarawak Finals) — NASA International Space Apps Challenge (2023)
- Best Game Mechanic, Team Award — SwkGDC GameJam (2023)

EXTRACURRICULAR ACTIVITIES

- Committee of Media Department — BorNEO HackWknd 2026
- Vice Head of Marketing Department — 22nd FCSIT FYP Symposium (2026)
- Committee Member — IT Week 2023 & 2024, FCSIT Awareness Month, and multiple faculty events