



**FIRST CITY
UNIVERSITY
COLLEGE**
WAY AHEAD

FACULTY OF **COMPUTER SCIENCE & TECHNOLOGY**

COMPUTER SCIENCE
INTELLIGENT SYSTEMS
INFORMATION TECHNOLOGY
INFORMATION SYSTEMS
SOFTWARE ENGINEERING
NETWORKING & SECURITY



ABOUT US

First City University College has been a trusted private higher education provider in Malaysia since 1990.

For over three decades, the institution has consistently offered affordable and high-quality higher education to both Malaysian and international students.

First City University College offers future-proof, industry-driven programmes and they are accredited by the Malaysian Qualifications Agency (MQA) and relevant professional bodies.

First City University College's students are reputed to be highly employable as they are prepared to be future-proof and globally competitive.

With an exemplary track record of providing private higher education of high quality in Malaysia, First City University College achieved a "Competitive" rating under the Integrated Rating of Malaysian Higher Education Institutions - SETARA by the Ministry of Higher Education, Malaysia. This accolade reflects the institution's steadfast commitment to maintaining a standard of excellence in private higher education in Malaysia.



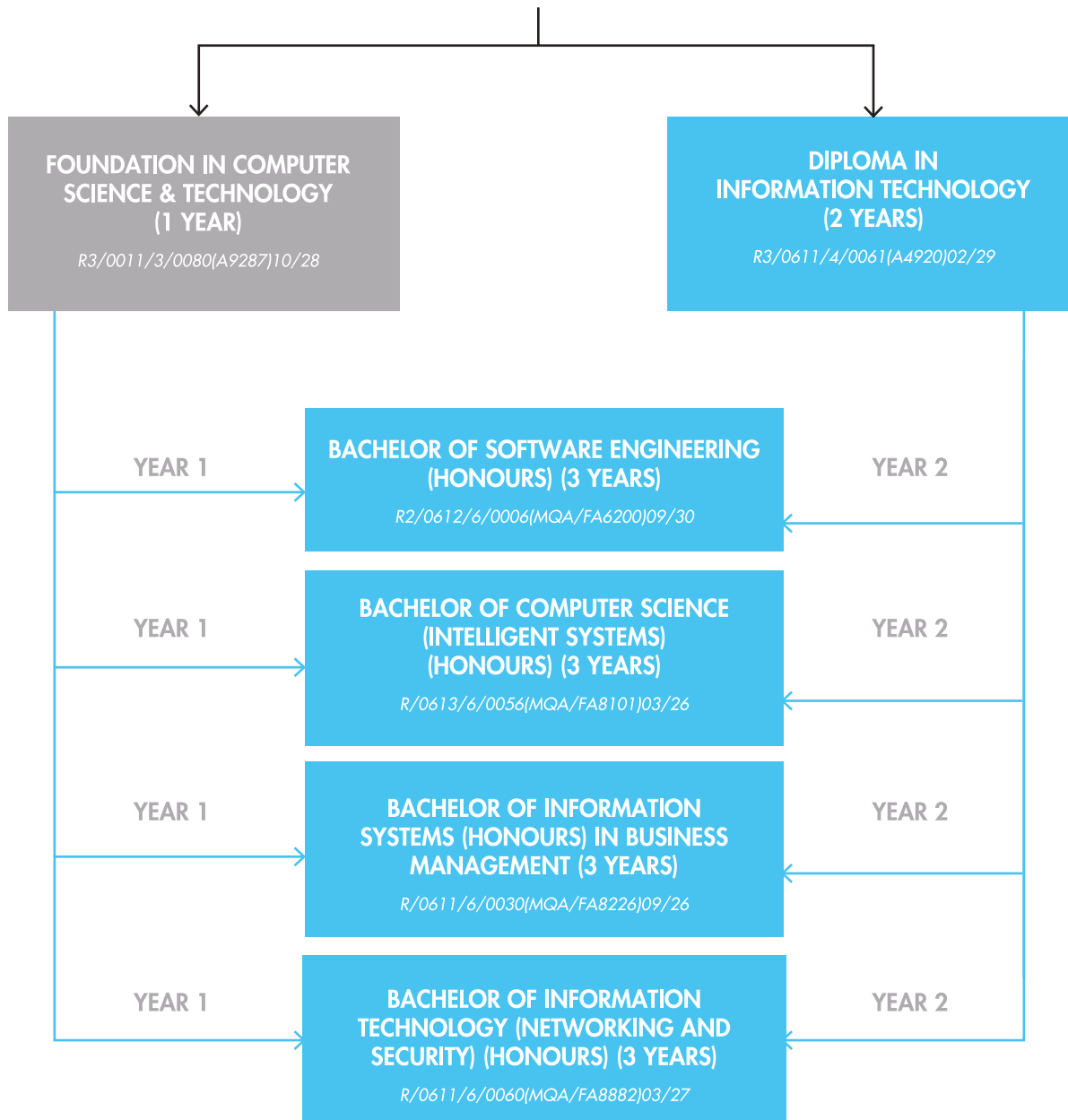


WHY STUDY COMPUTER SCIENCE & TECHNOLOGY PROGRAMMES AT FIRST CITY UNIVERSITY COLLEGE?

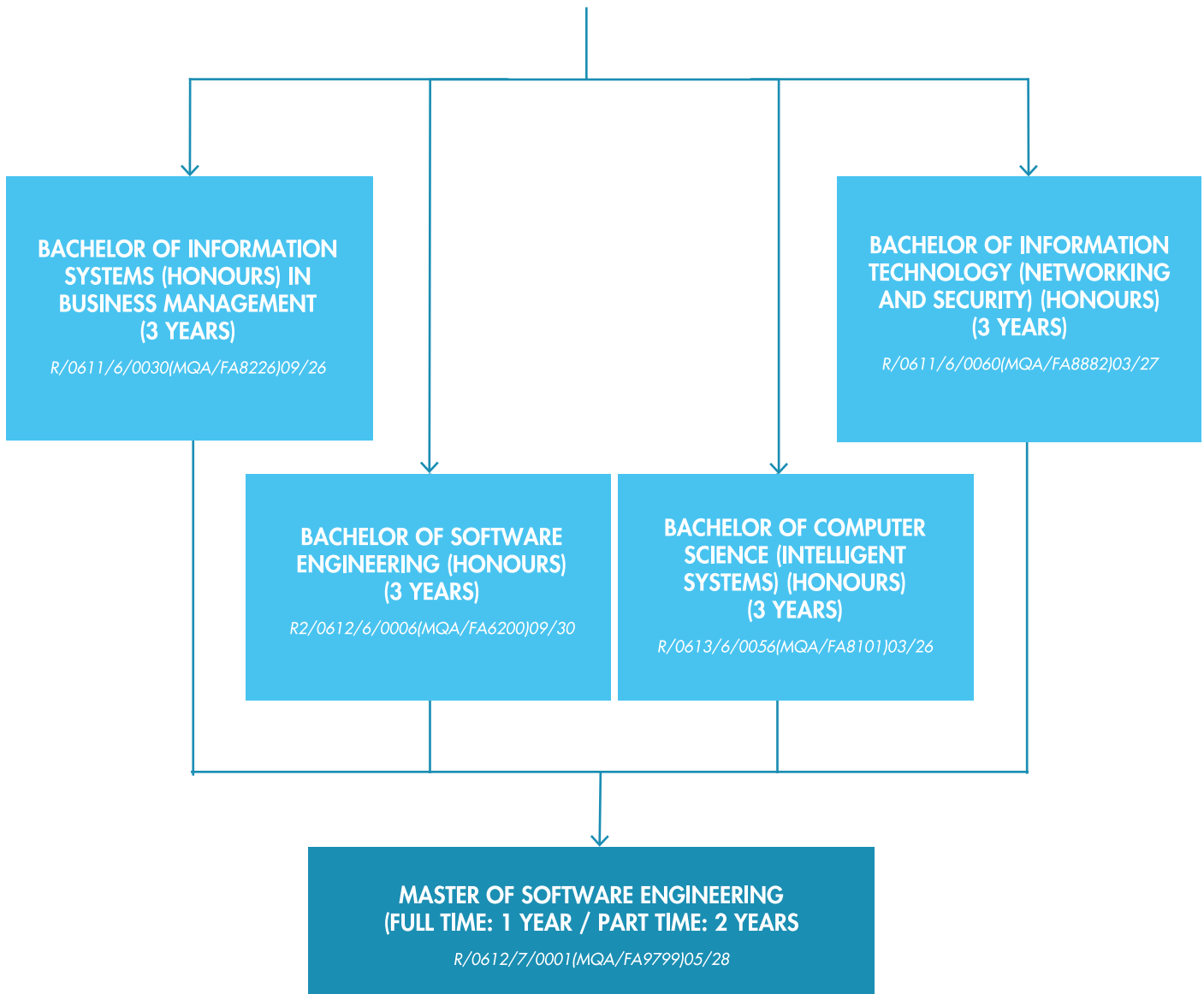
- ✓ Teaching and learning using state-of-the-art technology
- ✓ Cutting-edge programmes with industry certifications
- ✓ Academic and industrial collaborations
- ✓ Professional development and life-long learning
- ✓ Highly employable graduates & global alumni network

PROGRAMME PATHWAYS

**SPM / O-LEVEL HOLDERS OR EQUIVALENT:
FOUNDATION / DIPLOMA PATHWAYS**



**STPM / UEC / A-LEVEL HOLDERS OR EQUIVALENT:
DEGREE PATHWAYS**

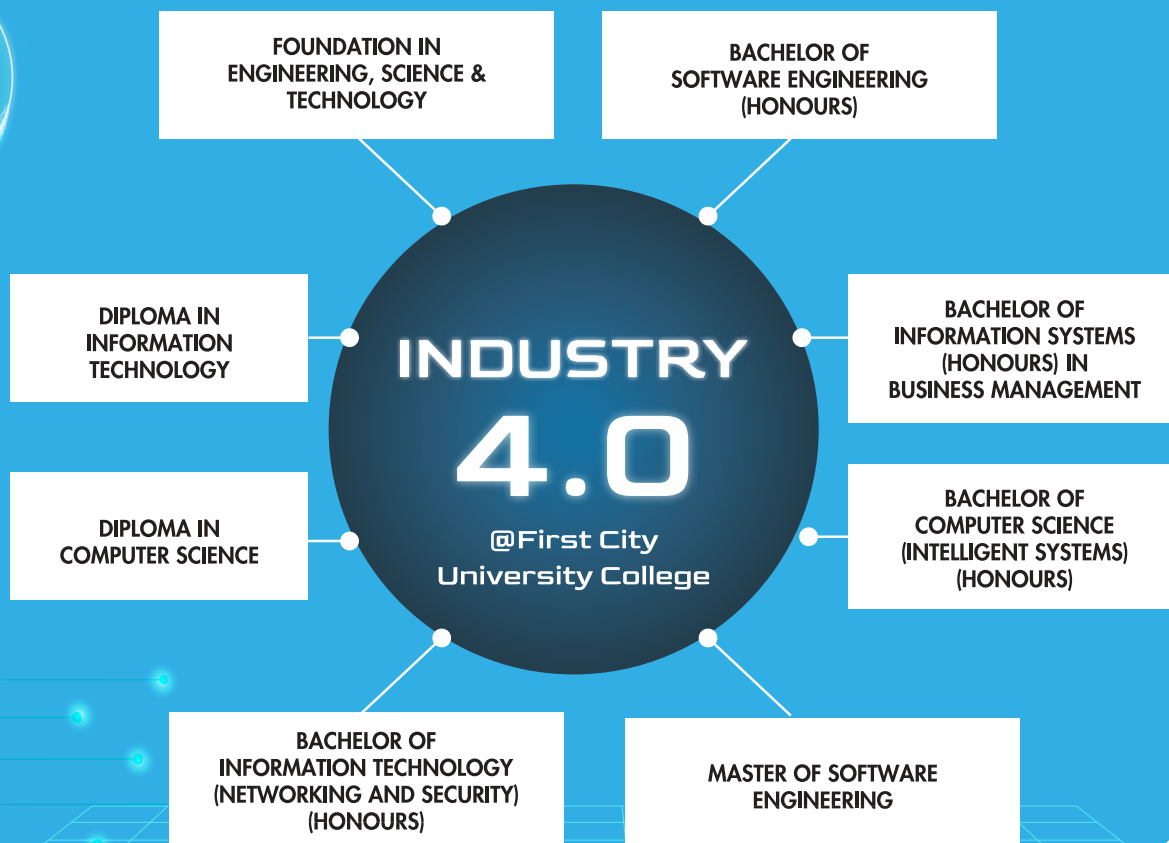


INDUSTRY 4.0

Industry 4.0, also known as the Fourth Industrial Revolution, represents the integration of advanced technologies in manufacturing and industrial practices to create smart and interconnected systems. This transformation leverages the Internet of Things (IoT), cloud computing, Artificial Intelligence (AI), and other cutting-edge technologies to enhance productivity, efficiency, and flexibility in production processes.

The key components of Industry 4.0 include the Internet of Things (IoT), Big Data Analytics, Artificial Intelligence (AI) and Machine Learning (ML), Cyber-Physical Systems, Cloud Computing, Robotics and Automation, Additive Manufacturing (3D Printing), as well as Augmented Reality (AR) and Virtual Reality (VR).

The benefits of Industry 4.0 include increased efficiency, enhanced productivity, cost reduction, lower operational costs through predictive maintenance and energy management, greater customization, improved quality, and sustainability.





**Collaborative
Industry &
Certification
Partners**

@First City
University College





Anaconda



Cisco Packet Tracer



MySQL (XAMPP)



Notepad++



Python



MongoDB



Visual Studio Community



Virtual Box



PowerBI



Pycharm





The Innovation Spaces



FOUNDATION IN COMPUTER SCIENCE & TECHNOLOGY

R3/0011/3/0080(A9287)10/28

This programme provides students with a robust foundation and essential skills in computing. The curriculum is meticulously designed to support their journey toward professional qualifications. Through targeted modules, students gain proficiency in utilizing industry-standard hardware and software essential for advancing to our bachelor's degree programmes in computing.

THE PROGRAMME OBJECTIVES ARE:

- To provide students with a strong foundation in computer science and technology for a seamless transition into degree programmes.
- To develop interpersonal communication and problem-solving skills in the workplace.
- To source and process data using suitable technological applications for computer science and technology fields.
- To equip students with essential skills for identifying and solving problems.
- To instill students an awareness of the social and ethical implications of their computer science and technology applications.

DURATION

1 Year

INTAKE

January, May, September

ENTRY REQUIREMENTS

SPM: Minimum 5Cs (including English, Mathematics and Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects)

UEC: Minimum 4Bs (including English, Mathematics and Additional Mathematics)

GCE O-LEVEL: Minimum 5Cs (including English, Mathematics and Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects)

OTHER QUALIFICATIONS:

Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

An enriching one-year programme for SPM/O-Level holders. Upon successful completion, students will gain entry into any of our Honours Degree programmes in Computing.

PROGRAMME CONTENTS

SEMESTER 1

- Analytical Mathematics
- Communication and Study Skills
- Computer Technology
- Personal and Professional Development
- Advance Office Software

SEMESTER 2

- Calculus Mathematics
- Software Design Techniques
- Web Design
- Structured Programming

SEMESTER 3

- Group Project
- Database
- Object-Oriented Programming
- Systems Analysis and Design



DIPLOMA IN INFORMATION TECHNOLOGY

R3/0611/4/0061(A4920)02/29

This programme equips students with knowledge and technical skills in Information Technology. Students will focus on Web Development, Mobile Development, Database Management Systems, Cloud Computing, Cyber Security, Computer Networking, and E-Commerce. Students will undergo internships where they will gain hands-on experience.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with numeracy and technical skills for solving routine problems in computing in line with industry requirements.
- To enhance students with supervisory abilities and good interpersonal and communication skills for effective interaction in various environments.
- To produce graduates who are committed to lifelong learning and possess an entrepreneurial mindset for personal and career development.
- To produce graduates who are committed to ethical conduct and professional practices in organisations and society.

DURATION

2 years

INTAKE

January, May, September

ENTRY REQUIREMENTS

SPM: Minimum 3Cs (including Mathematics)

UEC: Minimum 3Bs (including Mathematics)

GCE O-LEVEL: Minimum 3Cs (including Mathematics)

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

A fast track programme for SPM/O-Level holders. Upon successful completion, they will gain entry into Year 2 of any of our Honours Degree programmes in Software Engineering, Computer Science, Intelligent Systems, Information Systems Management, or Networking & Security.

CAREER OPPORTUNITIES

- Information Technology
- Networking & Security
- Software Development
- Computer and System Support
- Database Administration
- Mobile Applications
- Web Design
- Programming
- E-Commerce

PROGRAMME CONTENTS

YEAR 1

- System Analysis and Design
- Operating Systems
- Discrete Mathematics
- Introduction to Programming
- Database Management Systems
- Web Design and Development
- Mathematics for Computing
- Computer Networks
- Fundamentals of Cyber Security
- Computer Organization & Architecture
- Computer Ethics and Cyber Law
- Introduction to Statistic and Probability
- E-Commerce

YEAR 2

- Fundamentals of Mobile Computing
- Project Management
- Object-Oriented Development
- Human Computer Interaction
- Elective 1 (Select ONE):
 - Software Requirement Engineering
 - Fundamentals of Computer Forensics
- Management Information Systems
- Fundamentals of Cloud Computing
- Elective 2 (Select ONE):
 - Software Testing & Quality Assurance
 - Fundamentals of IoT
- Final Project
- Industrial Training



BACHELOR OF SOFTWARE ENGINEERING (HONOURS)

R2/0612/6/0006(MQA/FA6200)09/30

This programme is designed to equip students with a comprehensive foundation in software engineering principles and practices. It emphasizes the acquisition of fundamental concepts, technical knowledge, and practical skills necessary for developing robust software solutions. Students will be encouraged to innovate and integrate ethical practices into their software development processes, ensuring their solutions are both cutting-edge and responsible. The curriculum also focuses on enhancing essential soft skills, including communication, teamwork, leadership, and entrepreneurship, preparing graduates to excel in diverse and dynamic work environments.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with appropriate knowledge and technical skills in providing computing solutions for non-routine problems in software engineering according to industry requirements.
- To equip students with leadership skills and good interpersonal and communication skills to interact with stakeholders.
- To produce graduates who engage in lifelong learning and possess an entrepreneurial mindset for personal and career development.
- To produce graduates who uphold ethical conduct and professional practices to maintain integrity.

DURATION

3 Years

INTAKE

January, May, September

ENTRY REQUIREMENTS

STPM: Minimum 2Cs, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

UEC: Minimum 5Bs, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

GCE A-LEVEL: Minimum 2Ds, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

FOUNDATION/MATRICULATION:

Pass with a minimum CGPA of 2.0, with a credit in Additional Mathematics in SPM or its equivalent

DIPLOMA: Pass with a minimum CGPA of 2.5 in the relevant field

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

Entry into our full-time/part-time Master in Software Engineering or Master of Business Administration (MBA) programme.

CAREER OPPORTUNITIES

- Software Developer/Engineer
- Systems Analyst/Programmer
- Systems Architect
- Software Engineer Consultant
- DevOps Engineer
- Software Quality Assurance (QA) Engineer
- Cloud Solutions Architect
- IT Consultant
- Web Developer
- Mobile Application Developer
- Game Developer

PROGRAMME CONTENTS

YEAR 1

- Computer Architecture
- Discrete Mathematics
- Systems Analysis and Design
- Structured Programming
- Data Communication & Networking
- Software Requirements Engineering
- Database Systems
- Operating Systems
- Data Structures and Algorithms
- Object-Oriented Programming
- Human Computer Interaction
- Internet Programming & Applications
- Professional Practice in IT
- Software Engineering Principles

YEAR 2

- Database Management Systems
- Mobile Application Development
- Project Management
- Software Testing
- Web and Software Security
- Introduction to Artificial Intelligence
- Cloud Computing
- Software Development
- Project 1
- Formal Methods
- Software Quality Assurance
- Elective 1 (Select ONE):
 - Data Science
 - Systems Analysis and Implementation
- Research Methodology

YEAR 3

- Real-Time Analysis and Design
- Framework-Based Application Development
- Software Safety and Measurements
- IT for Environmental Sustainability
- Project 2
- Elective 2 (Select ONE):
 - Machine Learning
 - Internet of Things
- Elective 3 (Select ONE):
 - Natural Language Processing
 - System Paradigm
- Elective 4 (Select ONE):
 - Business Intelligence
 - Visual Programming
- Industrial Work Experience

Upon completion of Year 2, students are required to undergo 12 weeks of industrial training.



BACHELOR OF COMPUTER SCIENCE (INTELLIGENT SYSTEMS) (HONOURS)

R/0613/6/0056(MQA/FA8101)03/26

This programme equips students with the evolving knowledge and skills in Artificial Intelligence. Students will study modules focusing on Artificial Intelligence, Data Science, Data Engineering, Cloud Computing, System Optimisation & Performance, Natural Language Processing, Machine Learning and Mobile Programming. Emphasis is placed on application of theoretical principles, data structures & algorithms to build efficient self-learning intelligent systems. Students will undergo internships with leading AI-oriented companies in various industries.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with knowledge and skills in Artificial Intelligence.
- To foster students' ability to innovate, create, and integrate Artificial Intelligence models into AI solutions.
- To enhance students with communication, teamwork, leadership, entrepreneurial, and social skills.
- To produce graduates who can work globally and engage in research and life-long learning.

DURATION

3 Years

INTAKE

January, May, September

ENTRY REQUIREMENTS

STPM: Minimum 2Cs, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

UEC: Minimum 5Bs, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

GCE A-LEVEL: Minimum 2Ds, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

FOUNDATION/MATRICULATION:

Pass with a minimum CGPA of 2.0, with a credit in Additional Mathematics in SPM or its equivalent

DIPLOMA: Pass with a minimum CGPA of 2.5 in the relevant field

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

Entry into our full-time/part-time Master of Business Administration (MBA) programme.

CAREER OPPORTUNITIES

- Data Scientist
- Data Engineer
- Data Analyst
- Artificial Intelligence Engineer
- Machine Learning Engineer
- Business Intelligence Analyst
- Software Developer
- Backend Developer
- DevOps Engineer
- Cloud Software Engineer
- Mobile Applications Developer
- Natural Language Processing (NLP) Engineer

PROGRAMME CONTENTS

YEAR 1

- Computer Architecture
- Data Communication and Networking
- Discrete Mathematics
- Introduction to Artificial Intelligence
- Structured Programming
- System Analysis and Design
- Database Systems
- Data Structure and Algorithms
- Human Computer Interaction
- Mathematics in Computing
- Object-Oriented Programming
- Operating Systems
- Professional Practice in IT

YEAR 2

- Internet Programming Application
- Project Management
- Data Science
- Data Visualization
- Data Engineering
- Elective 1 (select ONE):
 - Mobile Application Development Programming
 - Control System
- Computer Vision
- Machine Learning
- System Fundamentals
- Software Development
- Project 1
- Elective 2 (select ONE):
 - Real-Time Analysis and Design
 - Autonomous Robotic Technology
- Research Methodology

YEAR 3

- Parallel and Distributed Computing
- Web and Software Security
- Natural Language Processing
- Project 2
- Elective 3 (select ONE):
 - Virtual Programming
 - Cloud Computing
- Industrial Work Experience
- Software Engineering Principles
- Business Intelligence
- Elective 4 (select ONE):
 - System Paradigm
 - Internet of Things

Upon completion of Year 3, students are required to undergo 12 weeks of industrial training.



BACHELOR OF INFORMATION SYSTEMS (HONOURS) IN BUSINESS MANAGEMENT

R/0611/6/0030(MQA/FA8226)09/26

This programme equips students with essential knowledge and technical skills to navigate today's rapidly evolving business landscape. It focuses on developing proficiency in Business Information Systems, fostering the ability to devise innovative and ethical solutions that integrate technology with business strategies.

Students will gain expertise in communication, teamwork, leadership, and entrepreneurial skills, ensuring they are well-prepared to collaborate effectively and lead in diverse environments. Additionally, the programme encourages research and lifelong learning, empowering students to adapt and thrive in a dynamic global market. This comprehensive approach ensures that graduates are technically adept and capable of making impactful contributions to the business world.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with appropriate knowledge and technical skills in providing computing solutions for non-routine problems in Business Information Systems according to industry requirements.
- To equip students with leadership skills and good interpersonal and communication skills to interact with stakeholders.
- To produce graduates who engage in lifelong learning and possess an entrepreneurial mindset for personal and career development.
- To produce graduates who uphold ethical conduct and professional practices to maintain integrity.

DURATION

3 Years

INTAKE

January, May, September

ENTRY REQUIREMENTS

STPM: Minimum 2Cs with credit in Mathematics at SPM or its equivalent

UEC: Minimum 5Bs (including Mathematics)

GCE A-LEVEL: Minimum 2Ds (including Mathematics)

FOUNDATION/MATRICULATION:

Pass with a minimum CGPA of 2.0 with credit in Mathematics in SPM or its equivalent

DIPLOMA: Pass with a minimum of CGPA 2.5 in the relevant field

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

Entry into our full-time/part-time Master of Business Administration (MBA) programme.

CAREER OPPORTUNITIES

- Business Analyst
- Information Systems Analyst
- Data Analyst/Business Intelligence Analyst
- Information Systems Developer
- Business Applications Developer
- Web Developer
- Database Administrator
- Digital Marketer
- Digital Transformation Specialist
- IT Consultant
- IT Project Manager
- Business Development Manager

PROGRAMME CONTENTS

YEAR 1

- Computer Architecture
- Fundamental of Information System
- Systems Analysis and Design
- Data Communication and Networking
- Fundamentals of Cybersecurity
- Structured Programming
- Principles of Marketing
- Principles of Management
- Internet Programming & Applications
- Object Oriented Programming
- Database Systems
- Operating Systems
- Professional Practice in IT

YEAR 2

- Management Information System
- Systems Analysis and Implementation
- Database Management Systems
- E-Commerce Infrastructure and Technologies
- Organisational Development Management
- Mobile Application Development
- Project Management
- Software Development
- Project 1
- Digital Marketing
- Human Computer Interaction
- Cloud Computing
- Elective 1 (Select ONE):
 - Data Structures and Algorithms
 - Mobile Application Development
- Research Methodology

YEAR 3

- Project 2
- Organizational Behaviour
- Entrepreneurship and Enterprise Management
- Data Science
- Business Intelligence
- Elective 2 (Select ONE):
 - Internet of Things
 - Software Requirements Engineering
- Elective 3 (Select ONE):
 - Introduction to Artificial Intelligence
 - Information Governance
- Elective 4 (Select ONE):
 - Visual Programming
 - Risk Management
- Industrial Work Experience

Upon completion of Year 2, students are required to undergo 12 weeks of industrial training.



BACHELOR OF INFORMATION TECHNOLOGY (NETWORKING AND SECURITY) (HONOURS)

R/0611/6/0060(MQA/FA8882)03/27

This program equips students with comprehensive knowledge and practical skills in Information Technology. Students will engage in specialized modules covering Advanced Networking, Wireless and Mobile Communication, Cybersecurity, Computer Forensics, Biometric Technology, and Ethical Hacking. The programme also includes internships with industrial training companies, where students will gain hands-on experience working on networking or cybersecurity projects across industries.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with appropriate knowledge and technical skills in providing computing solutions for non-routine problems in Information Technology, with a specialisation in Networking and Cybersecurity according to industry requirements.
- To equip students with leadership skills and good interpersonal and communication skills to interact with stakeholders.
- To produce graduates who engage in lifelong learning and possess an entrepreneurial mindset for personal and career development.
- To produce graduates who uphold ethical conduct and professional practices to maintain integrity.

DURATION

3 Years

INTAKE

January, May, September

ENTRY REQUIREMENTS

STPM: Minimum 2Cs with credit in Mathematics at SPM or its equivalent

UEC: Minimum 5Bs (including Mathematics)

GCE A-LEVEL: Minimum 2Ds (including Mathematics)

FOUNDATION/MATRICULATION: Pass with a minimum CGPA of 2.0 with credit in Mathematics in SPM or its equivalent

DIPLOMA: Pass with a minimum CGPA of 2.5 in the relevant field

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

Entry into our full-time/part-time Master of Business Administration (MBA) programme.

CAREER OPPORTUNITIES

- Network administrator
- Network infrastructure engineer
- Network security engineer
- Cybersecurity analyst
- Penetration tester
- Security auditor
- Digital forensics analyst
- Forensic IT specialist
- IT consultant

PROGRAMME CONTENTS

YEAR 1

- Discrete Mathematics
- System Analysis and Design
- Structured Programming
- Computer Architecture
- Fundamentals of Cybersecurity
- Data Communication and Networking
- Database Systems
- Human Computer Interaction
- Internet Programming and Applications
- Object-Oriented Programming
- Data Structures and Algorithms
- Operating Systems
- Professional Practices in IT

YEAR 2

- Database Management Systems
- Wireless and Mobile Communication
- Project Management
- Mobile Application Development
- Web and Software Security
- Elective 1 (Select ONE):
 - Data Science
 - Internet of Things
- Cloud Computing
- Software Development
- Project I
- Computer Forensics
- Advanced Networking
- Elective 2 (Select ONE):
 - Machine Learning
 - Control Systems
- Research Methodology

YEAR 3

- Ethical Hacking
- Project 2
- Web Administration
- Biometric Technology
- Societal and Organizational Security
- Industrial Work Experience
- System Paradigm
- Elective 3 (Select ONE):
 - Natural Language Processing
 - Introduction to Artificial Intelligence
- Elective 4 (Select ONE):
 - Business Intelligence
 - Autonomous Robotics Technology

Upon completion of Year 2, students are required to undergo 12 weeks of industrial training.



MASTER OF SOFTWARE ENGINEERING

R/0612/7/0001(MQA/FA9799)05/28

This programme equips graduates and working professionals with advanced knowledge and skills in software engineering to meet industry standards. Students will study modules that focus on Software Architecture, Software Testing and Maintenance, Big Data Technology, Automatic Speech Processing and Application, Software Security, Cloud Computing Technology and Architecture, and Agile Software Development. These will empower them to evaluate business opportunities, design effective e-marketing strategies, materialise innovative software design ideas, develop automated speech processing solutions, and organise and manage software development research.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with advanced knowledge and skills in software engineering.
- To prepare students with advanced skills to design innovative, creative, and ethical integrated software solutions.
- To enhance students' communication, teamwork, leadership, entrepreneurial, and social skills.
- To produce graduates with entrepreneurial skills, who can work globally and pursue research and lifelong learning.

DURATION

Full time: 1 Year,
Part time: 2 Years

INTAKE

January, May, September

ENTRY REQUIREMENTS

BACHELOR'S DEGREE OR ITS EQUIVALENT,
with a minimum CGPA of 2.75

OR

A BACHELOR'S DEGREE IN THE RELATED FIELD
with CGPA 2.5 – 2.74, can be accepted subject to
rigorous internal assessment

OR

A BACHELOR'S DEGREE IN THE RELATED FIELD
not meeting CGPA 2.5 with 5 years working experience in
a relevant field.

CAREER OPPORTUNITIES

- Software Process Engineering
- Software Architecture
- Software Development Consultancy
- Software Project Management
- Software Configuration Design and Integration
- Mobile Application Development
- IT Infrastructure & Consultancy

PROGRAMME CONTENTS

YEAR 1

- Research Methodology
- IT Project Management
- Software Architecture
- Advanced Programming and Software Development
- Entrepreneurship and Innovation
- Requirements Analysis and Specification
- Advanced Data Structure and Algorithm
- Professional Practice
- Software Testing and Maintenance
- Research Project 1
- Research Project 2
- Formal Methods for Software Engineering
- Elective I
- Elective II
- Strategic Marketing Management
- Big Data Technology
- Automatic Speech Processing and Application
- Software Security
- Cloud Computing Technology and Architecture
- Agile Software Development

INDUSTRY PARTNERS & EMPLOYERS



IT SERVICES AND SOLUTIONS

Accenture Solutions Sdn. Bhd.
Attospace ventures Sdn. Bhd.
Avanade Malaysia Sdn. Bhd.
Datasonic Smart Solutions Sdn. Bhd.
eGenting Sdn. Bhd.
Fusion Informatics Ltd
Gaia Technologies Sdn. Bhd.
MobiDev
Silverlake Group
SYS IT (M) Sdn. Bhd.
Techninier Sdn. Bhd.

IT SYSTEMS DESIGN, PRODUCTION AND MANAGEMENT

AEX System Holdings Pty. Ltd.
CNT Solution Sdn. Bhd.
Fireworks Solutions Sdn. Bhd.
Fujitsu (M) Sdn. Bhd.
Fusion Informatics Ltd.
Huawei Technologies (M) Sdn. Bhd.
Intel (M) Sdn. Bhd.
LavaX technologies Sdn. Bhd.
Longbow Technologies Sdn. Bhd.
Trinerva Technology Sdn. Bhd.
Wonder Pod Sdn. Bhd
Xhinobi Sdn. Bhd.

PRODUCT DESIGN / MANUFACTURING / DEVELOPMENT

Brownfield Engineering Sdn. Bhd.
Cryogenic Specialty Manufacturing Sdn. Bhd.
Daikin Malaysia Sdn. Bhd.
DDMan Sdn. Bhd.
Dunham Bush Industries Sdn. Bhd.
Emerald Systems Design Center
Erect Engineering PressWorks Sdn. Bhd.
Frencken Mechatronics (M) Sdn. Bhd.
HHM Machinery & Instruments Sdn. Bhd.
Hong Leong Yamaha Motor Sdn. Bhd.
J Foong Technologies Sdn. Bhd.
Panasonic Appliances Air Conditioning Malaysia Sdn. Bhd.
Pecca Leather Sdn. Bhd.
SDP Manufacturing Sdn. Bhd.
Top Glove Corporation Berhad

SEMI-CONDUCTOR INDUSTRY

Besi APac Sdn Bhd.
Uetex Microelectronics Co. Ltd.

ENGINEERING PRODUCTS

DMC Solution Groups
MIMOS Berhad
Mycron Steel CRC Sdn. Bhd.
SHOWA DENKO CARBON Malaysia Sdn. Bhd.
SMC Automation (Malaysia) Sdn. Bhd.

ENGINEERING SERVICES AND SOLUTIONS

CabNet Systems (M) Sdn. Bhd.
Gabungan Strategik Sdn. Bhd.
General System Engineering Sdn. Bhd.
Greatians Consulting Sdn. Bhd.
JJ-Lurgi Engineering Sdn. Bhd.
Klanggroup Holdings Sdn. Bhd.
Lafarge Asia Sdn. Bhd.
Iconix Consulting Sdn. Bhd.

FINANCIAL INSTITUTIONS

Affin Bank Berhad
Alliance Bank Malaysia Berhad
CIMB Bank Berhad
RHB Bank Berhad
Standard Chartered Bank Berhad

FINANCIAL SERVICES / FINANCIAL CONSULTING

Bursa Malaysia
Deloitte SEA Services Sdn. Bhd.
Pay-point (M) Sdn. Bhd.

INTELLIGENT TECHNOLOGY / CLOUD COMPUTING / INTERNET COMMUNICATION SERVICES

Dimension Data (M) Sdn. Bhd.
Enfrasys Consulting Sdn. Bhd.
goSMAC Sdn. Bhd.
I Transcend (M) Sdn. Bhd.
Ingram Micro Malaysia Sdn. Bhd.
Neuron AI Sdn. Bhd.

TECHNOLOGY AND CONSULTING SERVICES

Elvira Systems Sdn. Bhd.
IBM Malaysia Sdn. Bhd.
Indium Software (Malaysia) Sdn. Bhd.
IRIS Corporation Berhad
JF Technology Berhad
Nem Malaysia Sdn. Bhd.
TMAS Technologies Sdn. Bhd.
Unicsoft

AWARDS & ACHIEVEMENTS

1 AppAsia Mobile Challenge 2015 winners

2 Yap Yi Xien
BEng (Hons) Electrical and Electronic Engineering
1st Runner Up
IEEE Malaysia Best FYP
Telecommunication Track 2018

3 Lee Zhi Guan
Bachelor of Information Systems (Honours) in
Business Management
2nd Runner Up & Top 10 Performer
Huawei Malaysia Sales Elite
Challenge 2023

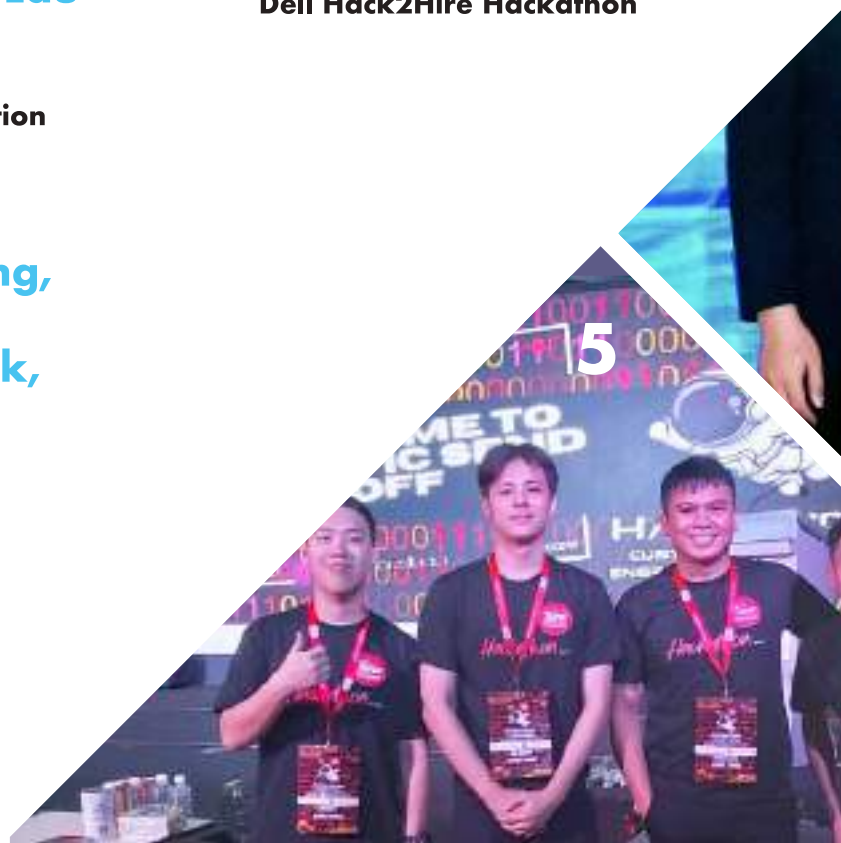
**4 Cornelius Jasper Patrick,
Lee Zhi Guan, Carmen Lau
Kar-Wei & Ong Kai Jie**
2nd Place
3rd Malaysia-China Youth Innovation
Competition

**5 Jeremy Pun Kheng Ming,
Wong Her Seng,
Cornileus Jasper Patrick,
& Lee Zhi Guan**
Top 10 Finalists
Tune Protect Group's Hackathon

6 Lim Mun Hong
Bachelor of Electronic Engineering with
Honours
IEM Gold Medal Award

**7 Joshua Ramesh Gopal,
Cornileus Jasper
Patrick & Lee Zhi Guan**
Champion for the Coding King
Programming Competition
ESTECH2023

**8 Cornileus Jasper
Patrick, Lee Zhi Guan,
Jeremy Pun Kheng
Ming and
Jaden Lee Wai Kin**
Grand Prize
Dell Hack2Hire Hackathon



**9 Ong Pimmada and
Carmen Lau Kar-Wei**
1st Place
**IDEATHON PROJECT -
All Inclusive Hacks
Competition**



1



2



3



4



6



7



8



OUR OUTSTANDING ALUMNI

CHOO HAN LIM

Software Engineer, Axflix Technologies
Master of Software Engineering (Year 2021)



CHOO HAN LIM

LIEW WEI-JENN

Content Writer, Sunway Pals
Bachelor of Information Systems (Honours)
in Business Management (Year 2021)



LIEW WEI-JENN

JASVINA MAE A/P EALN DAVAN

Programmer, E-Genting Sdn Bhd
Bachelor of Software Engineering (Hons) (Year 2020)



JASVINA MAE
A/P EALN DAVAN

JOSEPH ONG

Programmer, E-Genting Sdn Bhd
Bachelor of Software Engineering (Hons)
(Year 2019)



JOSEPH ONG

PHANG JO YEE

Community Manager, Marketing & Partnerships, Beam Mobility

**Bachelor of Science (Hons) Information Technology
(Year 2013)**



PHANG JO YEE

KUSALA SAMARASINGHE

Head of Product Development and Delivery, Sensor Dynamics (Australia)

Bachelor of Software Engineering (Hons) (Year 2011)



**KUSALA
SAMARASINGHE**

ENG LIAN XUN

Co-founder Software Specialist, Lava X

Bachelor of Software Engineering (Hons) (Year 2009)



ENG LIAN XUN

VISITATIONS



STUDY TRIP TO MICROSOFT MALAYSIA

Students went for a visit to Microsoft Malaysia. Students had to experience Augmented Reality using Microsoft HoloLens.



DASSAULT SYSTEM CAREER DAY

Students participated in the Dassault System Career Day held in the company's office in First Avenue, Bandar Utama PJ. Students were treated to a complete tour of the company's office providing them with in-depth look at company's operations and infrastructure.



STUDY TRIP TO AWS MALAYSIA

Students went for a visit to AWS Malaysia. Student's Comments: "I learn about Cloud technology for different industry such as agriculture, transportation and landscape engineering. I also participate event for using AI to create and use in coding such as create an AI image by using word in text to describe. Knew the future progress for Cloud technology in Malaysia. I had a good experience in this workshop."



STUDY TRIP TO CYBERSECURITY MALAYSIA

Diploma in Information Technology students went to a visit to Cybersecurity Malaysia. Student gained knowledge about the potential of AI in Cybersecurity and evaluating the Challenges of AI in Cybersecurity.

INDUSTRY COMMENTS

Bachelor of Information Technology (Networking and Security) (Honours)

LEONG MIN YI

The student portrays positive attitude throughout internship and well time management; consistently arrive the office punctually
– Mr. Ishamuddin Mohd Noor, SNS Network Sdn Bhd

BRYAN YEOH JIA JEN

Bryan has robust understanding of Python programming, network configuration, and database management
– Ms. Doreen Yau, IBPO Group Bhd

Bachelor of Software Engineering (Honours)

CHONG CHOON NAM

Choon Nam has demonstrated an exceptional level of competence and capability that far exceeds typical expectations for an intern. Within less than a month, he was able to quickly adapt to the role, seamlessly picking up necessary tasks and responsibilities.
– Esther Ng, Worldline International Malaysia Sdn Bhd

CORNILEUS JASPER

He has very strong accountability on the assignment delivery details. He even set a hard timeline for his assignment and try to resolve all the complication and bug fixes.
– Christine Lim, DELL Global Business Center Sdn

Diploma in Information Technology

YAP WAN CHENG

She has displayed excellent professionalism, strong technical skills and a positive attitude throughout her internship. She adapts well to challenges, communicates effectively with the team, and consistently deliver quality work.
– Ganesh Kumar Manokara, Global Experiential Academy

AMIRUL ZHAHRAN

Amirul consistently demonstrated a strong work ethic, excellent communication skills, and a keen willingness to learn and grow. He showed initiative in seeking out opportunities to expand his knowledge and skills.
– Siti Nurul Jannah binti Abdul Rahman, Ikon Perkasa Sdn Bhd





QUALITY EDUCATION
GLOBAL GRADUATES



FIRST CITY UNIVERSITY COLLEGE DKU031(B)

No.1, Persiaran Bukit Utama, Bandar Utama, 47800 Petaling Jaya, Selangor Darul Ehsan.

Hotline Number: +6016 - 301 8166 Website: www.firstcity.edu.my
Phone: +603 - 7735 2088 Email: enquiry@firstcity.edu.my

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