Student

Mohamad Mohsin pioneers Permula Siswa UMPSA Company

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GAMBANG, 13 March 2024 - A Bachelor of Computer Science (Software Engineering) with Honours 4th year student, Faculty of Computing (FK), Universiti Malaysia Pahang Al-Sultan Abdullah (UMPSA), Mohamad Mohsin Ismail became a pioneer for Permula Siswa Company by engaging in information technology-focused business.

The Kelantan-born, the youngest of five siblings, started the business in 2021 by establishing Mahiran Digital Sdn. Bhd., which is located in Shah Alam, Selangor.

The company focuses on business in the field of software development whether it is a desktop application, a web application or a mobile application.



In addition, it also provides services for maintaining existing systems, consulting related to information technology and training in software development.

His deep interest in the field of 3D animation and modelling since elementary school, because he was fascinated by the beauty of 3D animation witnessed as a child, has fostered his interest to start learning about how to make his own 3D animation using softwares such as Blender, Sketchup and Muvizu.

Getting to know several peers in high school with similar interests in animation was the first step for him and his friends to try to set up a company and produce their own animation.

However, due to busyness and demands as SPM candidates, he and his friends had difficulty pursuing their dreams and had to cancel the plan.

Although he had to give up the dream of making his own animation for a while, his interest in animation did not stop there but grew to new interests in information technology such as website development and mobile application development.

Walking down memory lane to when he was in elementary school, he often played a game on Facebook, YoWorld.

Through this game, he learned about buying and selling and how to accumulate a sufficient amount of money to buy several houses and assets such as cars and household furniture and be able to decorate the places he bought in this game.

The YoWorld game became the only Facebook game he played for a long time because he experienced earning and spending money and was able to communicate with players from various countries around the world through the game.

After finishing school, he asked himself, “I am rich in this game, but what is the benefit in my real life? I’m rich in games but the truth is I have nothing in the real world.”

This thought inspired him to strive to find ways to earn money.

Centred around the deep desire to earn his own income as early as after the SPM exam, he ventured into the business of reselling goods from shoe suppliers to end-users.

His sales continued to increase from month to month until he was able to buy a mobile phone to facilitate his business further.

Not forgetting his parents who had raised him since childhood, he gave a washing machine to make it easier for his mother to wash clothes and a cell phone and spent money which he still thought was not enough to repay all the sacrifices of his parents.

He also managed to cover expenses while studying at the diploma level with his business proceeds, in addition to the National Higher Education Fund Corporation (PTPTN) loan money.

The experience of buying and selling on Shopee also generated interest in venturing into business.

Furthermore, he set the intention to help his parents as soon as possible and not after graduating.

He realised that his parents were getting older and his father was nearing retirement age.

He hoped to be a child who does not burden his parents and gives happiness in this world and the hereafter.

He was very grateful for the outcomes, from an interest since childhood to the never-give-up attitude and an opportunity that he never took for granted and trusted God for what He had given.



Among the successes he achieved was the 2022 Mercu Sanjung Figure Award at the 2022 UMPSA Mercu Sanjung Awards Ceremony and he made it to the final stage of the 2023 Ministry of Higher Education Entrepreneurship Award for the Best Student Enterprise Award category.

He said that he was indebted to the two lecturers cum his mentors, Ts. Dr. Wan Isni Sofiah Wan Din and Ts. Dr. Azlee Abidi for helping him start the Permula Siswa Company at an early stage through the lecturer research grant.

“Not to forget the staff who have encouraged and supported me from the beginning of the business until now, Associate Professor Ts. Dr. Awanis Romli, Dr. Mohd Zamri Osman, Ts. Dr. Nor Saradatul Akmar, Ts. Dr. Noorhuzaimi@Karimah, Associate Professor Ts. Dr. Ferda Ernawan, Dean of the Faculty of Computing UMPSA, Associate Professor Ts. Dr. Adzhar and Halizan Mohmood.

“In addition, thank you to my friends who were always together from the beginning, Izzat Rizal, Ahmad Hisyam, Khairin Chan, Aslam, Hakim, Farah, Aina, and others,” he said.

Mahiran Digital Sdn. Bhd. managed to gain the trust of customers to use their services and, throughout its establishment, managed to get a whole business project worth RM350,000.00.

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