Alan/Aung Kaung Khant

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EDUCATION

University of the Pacific *Jan 2020 - Dec 2023*

Bachelor of Computer Science, GPA: 3.49, Cum Laude

WORK EXPERIENCE

Software Developer (Implant Ninja, United States) *Jun – Dec 2023*

- Implemented a complete VR Experience using the Oculus Integration SDK and Unity for the Quest 2 which assists user in placing implants with precise visual indicators and haptic feedback.
- Developed an AR Android App which uses optical object detection via Vuforia to detect and display more information about dental tools.

VR Research Assistant (University of the Pacific, United States) *Jan – May 2023*

- Programmed a VR campus exploration experience using Unity for integration and Blender for 3D modelling, enhanced with the Infinadeck Omnidirectional Treadmill for realistic movement. The tech stack involves Unity, C#, Blender, and Infinideck Plugins.

Engineering Intern (Delicato Family Wines, United States) *May – Dec 2022*

- Leads Agile Engineering Projects including the optimization of a CIP room's insulation, lowering the expenses by $10,000 per year after insulating the hot water exchange loop. Additionally, oversees Grape Scale Research to streamline costs and traffic flow by revamping truck routing and protocols during the off-season.

SKILLS

Programming Languages: C++, C, Python, Haskell, Java, JavaScript, SQL, Scala, R

Web-Development: HTML, CSS, JavaScript, React, Node.js, Redux

Operating Systems: Linux, Windows, Mac

Development: Git, Github, Visual Studio Code

PROJECTS

VR Dental Precision Implant Experience *2023*

Developed a comprehensive VR application for the Oculus Quest 2, enabling the dental students to practice the placement of implants using interactive visual aids, such as precision axes and indicators for enhanced accuracy. The application was built using Unity with C# and integrated with the Oculus SDK to provide an immersive training experience.

AR Box *2023*

Created an AR mobile application that identifies and displays a detailed information about various tools in dental surgery kit. Utilizing the Vuforia Engine with Unity with C#, this app provides the contextual information to assist dental professionals.

UOP Walk *2023*

Engineered a real-time navigation app that furnishes users with detailed information about university buildings and monuments as they traverse the campus. It is implemented using Java, and Google Maps SDK in Android Studio offering an informative wayfinding solution.

Simple Language Interpreter *2021*

Designed and programmed an interpreter for a small imperative language, capable of scanning, parsing, and evaluating user inputs. This project, developed in Python, involved the use of regular expressions, complex function implementations and advanced data structures to process and execute commands.

Tic Tac Toe *2020*

Programmed a versatile Tic Tac Toe game in C++ featuring both single-player and multiplayer modes in user-friendly console interface and incorporating robust game logic to ensure a dynamic and enjoyable gaming experience.