Zaw Win Paing

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SUMMARY

Graduated Computer Science (Artificial Intelligence) student from the University of Adelaide and passionate about IT, software development and Artificial Intelligence. Hardworking, team-player, bilingual and eager to learn.

SKILLS

Database (SQL)
 3D modelling
 Microsoft Office Suite

Web Development
 Machine Learning
 C++

PythonJavaC#

EXPERIENCE

Flux Robotic, Adelaide Australia - Internship

November 2022 - PRESENT

A robotic company that helps farmers by applying computer vision and robots

- Do programming and model training for computer vision to use in robots and machine that help farmers
- ROS (Robotic operating System) and Laser Galvo to point weeds for visual

Adelaide Venue Management, Adelaide, Australia - Set Crew, Venue Attendance (Casual)

March 2022 - PRESENT

Provider of venue management service at Adelaide Convention Centre, Adelaide Entertainment Centre and Coopers Stadium

• Setting up the stage for the events and cleaning

Thate Pan Hub, Yangon, Myanmar - Content Developer (Volunteer)

September 2020 - June 2022

A non-profit social enterprise that teaches computer science to children in Myanmar for free

• Content Writing and creating Post Design

Adelaide Myanmar Student Association - President

November 2022 - January 2024

A university community club that share Myanmar culture with students and staff

President

Conservation Volunteer, **Adelaide**, **Australia** - Volunteer

December 2019 - February 2020

A national organisation working with communities to re-balance nature for a stronger, more resilient future.

 Helping planting trees, bushes and animal shelters that were destroyed during the bush fire

EDUCATION

The University of Adelaide, Adelaide, Australia

Bachelor of Computer Science (AI) - July 2019 - June 2023

Study Artificial Intelligence, Computer Vision, Web Development and VR

Eynesbury College, Adelaide, Australia

Diploma of Computing and Information Technology - October 2018 - June 2019

Study Information Technology, Networking and Programming

AWARDS

Ideation Project (December 2020 - December 2020)

- A project of "Thate Pan Hub" about how to teach children computer science and general knowledge of IT nationwide without needing technology.
- Won "Most Effective Idea" title.

VR Project (July 2020 - November 2020)

- A VR game without any bugs and in game, the player can spawn objects and build things with them.
- Built with Unity and did Sound recording, 3D modelling, UI design and Programming (C#).

Tech eChallenge (July 2021 - November 2021)

- A project based student competition about technology.
- Made and design an Al scheduler that will assist for rescheduling and time management
- Reached 4th position

Portfolio Link - https://barbatosv2.github.io/