

# Chen Myae Kay Khaing

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## Education

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### University of Wollongong

Oct 2023 - Sep 2025

*Bachelor of Computer Science (Game and Mobile Development)*

- **Special achievements:** awarded with distinction
- **Coursework:** Advance Programming, Principle of E-business, Virtual and Augmented Reality, Mathematics for Computer Science, Database Systems, Knowledge and Information Engineering, Interactive Computer Graphics, Game Engine Essential, Mobile App Development

### Singapore Institute of Management

Oct 2022 - Oct 2023

*Diploma in Information Technology*

- **GPA:** 3.81/4
- **Coursework:** Business Statistics with Python, Communications and Networks, Database Management and Security, Interaction Design, IT Project Management, Problem Solving, System Development Techniques

## Work Experience

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### Design Assistant, The Explorers Design Service – Myanmar

Feb 2025 - August 2025

- Logistical support for public events, including event conceptualization, speaker coordination and welcome gift preparation
- Designed engaging visual content including posters, social media graphics and branding assets using Figma and Adobe Photoshop

### Website Developer, KHH Company Limited – Singapore

Jan 2025 - Mar 2025

- Redesigned and redeveloped the KHH SECCO official website, significantly enhancing user experience and digital presence.
- Managed end-to-end development from wireframing in Figma to deploying interactive and responsive components using React.js, MVVM architecture, and Framer Motion

## Project and Contributions

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### Klick Point of Sale System

[GitHub link](#)

- Developed a robust POS system using React.js and Laravel with MVVM architecture and Zustand for optimized state management
- Build automated voucher generation, dynamic card and functionalities, and secure user role management
- Implemented a reliable backend infrastructure with MySQL and RESTful APIs

### The Guard - 3D survival game with AI-driven combat

[GitHub link](#)

- Engineered a 3D immersive Unity game with C# featuring AI-driven enemy behaviors, interactive environments and dynamic inventory and health systems.
- Designed and integrated detailed animation state machines and event-driven transitions for combat, and environmental interactions, enhancing realism through motion blending.

### Escape Room VR - Immersive puzzle game

[GitHub link](#)

- Built an engaging VR puzzle game using Unity, C# and VR SDK, creating interactive and immersive gameplay experiences
- Implemented VR-specific interactions and immersive gameplay elements to enhance player engagement and problem-solving within a fully virtual environment

### The Next - Ecommerce website

[GitHub link](#)

- Developed a scalable e-commerce website using Next.js, integrating dynamic product listing, authentication, and streamlined checkout leveraged HeroUI and ShadCN UI for responsive and accessible design.
- Engineered dynamic product listings, shopping cart, wishlist, authentication, and checkout flow with optimized state management and real-time UI feedback

### LuckySeven - Car selling platform

[GitHub link](#)

- Developed responsive frontend components with JavaScript to enable dynamic listing views, interactive user features, and seamless content updates
- Architected scalable backend services using Flask and SQL, deployed on AWS EC2 and RDS, ensuring reliable data management and API integrations

### Sense Space Planning Tool

- Developed a web-based 3D room planning application using JavaScript, PHP and using AWS for storing 3D model assets and RDS for managing user and room data.
- Utilized Three.js for 3D model rendering and transformation, allowing users to design and visualize multi-sensory environments.

### GoRead: AI-Powered Comic Translator & Ebook Mobile App

- Developed a cross-platform app using React (admin dashboard) and React Native (client app), with Firebase for database and user management.
- Implemented AI-powered English-to-Myanmar translation for comics fetched from APIs, delivering real-time reading experiences.

## Skills

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**Programming Languages:** JavaScript, TypeScript, C Sharp, SQL, PHP

**Technologies:** Deep Learning, IoT, Reinforcement Learning, Computer Vision, Web Development, UI Engineering, Human-Computer Interaction (HCI)

**Database:** MongoDB, MySQL, PostgreSQL, SQLite

**Cloud:** AWS, Digital Ocean, Google Cloud

**Tools:** GitHub, Taiga, Jest, Figma, Postman, Adobe Photoshop, Adobe Illustrator, Notion, Vercel, Netlify, Cpanel

## Awards and Certificates

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**HackXperience First Runner-up Award 2025:** In a hackathon competition named Kitchen Copilot, hosted by SIM IT Club, my team received the 1st runner up for my project Konnect

**Prompt Engineering Specialization :** Completed a professional specialization in designing effective prompts for AI and LLMs to optimize responses.

**Diploma in Information Technology :** Awarded a diploma covering foundational IT knowledge including programming, networking, and software development.

**Google AI Essentials :** Completed a course on AI fundamentals, including machine learning concepts, AI applications, and ethical considerations.

**Google UX Design** : Completed a UX design program focused on user-centered design, wireframing, prototyping, and usability testing.

**Google Cybersecurity** : Gained knowledge in cybersecurity principles, risk assessment, threat detection, and mitigation strategies.

**AI Agent Developer Certification** – Completed training in building AI-driven agents.

**Google Advanced Data Analytics** – Expertise in analyzing complex datasets and deriving actionable insights.

**Google IT Support** – Training in IT troubleshooting, networking, and system administration.

**IDM AI Developer** – Skills in AI development and integration for practical applications.

**IBM Cybersecurity** – Advanced cybersecurity principles, risk management, and threat mitigation.

**IBM Generative AI Engineering** – Building and deploying generative AI models.

**Bachelor of Computer Science (UOW) – With Distinction** – University of Wollongong, awarded for outstanding academic performance.