# Dominic (Hein Htet) Aung

619-984-2069 | daung@ucdavis.edu | dominicau.ng | linkedin.com/in/dominic-aung/ | github.com/DommyMM

# EDUCATION

# University of California, Davis

Davis, CA

Bachelor of Science in Computer Science, Dept. GPA: 3.8

Sept. 2023 - June 2027

# EXPERIENCE

Lumeno AI
Full-Stack SWE Intern

July 2025 – Present

New York, NY

- Collaborating with CTO and Lead Engineer on core product development for AI-powered education platform
- Developing scalable personalization algorithms and interfaces for PDF processing and lesson adaptation

# **UC Davis Shared Services Organization**

May 2024 - May 2025

Administrative Assistant

Davis, CA

• 30% reduction in completion time through automated document workflow optimization

#### ACE Data Systems Ltd

July 2022 – Feb. 2023

Software Engineering Intern

Yangon, Myanmar

- 20% faster queries with backend features for fitness tracker using Spring MVC and SQL databases
- Conducted integration testing to validate database operations and API endpoints, 90% coverage

#### PROJECTS

Wuthering Waves Build Generator Website | React, TypeScript, Next.js, Vercel

Oct. 2024 - Present

- Built gaming platform serving 13k users (7k active monthly) and 313% organic growth over 90 days
- Frontend handles complex real-time calculations stat multipliers, weapons, and echoes from multiple sources
- Element-themed image generation, drag-and-drop management, real-time calculations, and mobile-responsiveness

#### RAG-Enhanced Translation Pipeline | DeepSeek, ChromaDB, BGE-M3, AsyncIO

June 2025 – Present

- Multi-phase self-learning pipeline using multi-model AI to extract & learn patterns from human translations
- Rules+RAG architecture: style rules fix writing patterns, ChromaDB vectors ensure terminology consistency
- Solved context dilution with semantic chunking (paragraph—line—sentence), improving term retrieval to 84%
- Engineered incremental learning system with ID-based vector upserts, eliminating knowledge amnesia
- Achieved \$0.004/chapter processing cost with async processing coordination and 100x batch API optimization
- Real-time progress tracking, parallel extraction, and lightweight BGE-M3 deployment (600M, 1024D)

# Multi-Model AI Voice Chatbot Platform | Next.js, FastAPI, Cerebras, Web Speech API

June 2025

- Optimized streaming architecture achieving sub-second response times with voice integration
- Integrated 4 AI models (LLaMA 3.1/3.3, Qwen 3, Scout) with side-by-side comparison and version switching
- Implemented speech-to-text/text-to-speech pipeline with voice selection and real-time translation features
- $\bullet \ \ \text{Built chat persistence system with message versioning, model retries, and conversation management}$

# Computer Vision Data Extraction API | FastAPI, PyTesseract, OpenCV, SIFT

Oct. 2024 - Present

- Developed production OCR API with 95% extraction accuracy handling 100+ requests/minute
- Serverless instantiation of concurrent workers to reduce dilution while increasing speed and accuracy
- Implemented dual-engine OCR system with fuzzy matching and automated error correction

#### University Mentorship Platform (Expresso) | Go. Postgres, Next. is, Tailwind, Supabase | Apr. 2025 - Present

- Collaborated in CI/CD workflow with GitHub Actions, automated testing, PR reviews, and issue tracking
- Built Gin search API using **Domain-Driven Design** with unified filtering for mentorship platform
- Made fuzzy matching algorithm enabling partial matches ("Spa" → "Space Exploration")
- Optimized PostgreSQL queries using subqueries and dynamic parameters for flexible multi-field filtering

#### TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, Java, C++, Go, SQL

Frontend: React, Next.js, Tailwind, Svelte, Web Speech API, SEO, Analytics (GA/PostHog)

Backend: FastAPI, Node.js/Express, Go/Gin, REST APIs, JWT Authentication, Rate Limiting, AsyncIO

AI/ML: PyTorch, Transformers, OpenCV, OpenAI APIs, RAG Architecture, Multi-Model Systems

Data & Infrastructure: PostgreSQL, MongoDB, Docker, FAISS, Tesseract OCR, Vercel, Railway, Supabase