

Hein Htet Win

(Software Engineer | London, UK)

(Willing to Relocate)

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SUMMARY

Hein's an aspiring **Software Developer/Offensive Security** specialist with huge ambitions. He sets clear goals and always puts in the work to achieve them. Hein completed his BSc in Computer Science (*1st Class*) in July 2023. In 2022, Hein interned as a full-stack developer, building apps integrating AWS services. Recently, he expanded his skills into game development, actively contributing to the development of games. Hein also possesses a strong foundation in sales and customer support. At present moment, Hein is working on various projects, focusing on learning, personal development and studying for the CompTIA Security+ certification.

SKILLS

• Python | JavaScript | C++ | Java | React | Node | Django | PHP | SQL | NoSQL | GraphQL | Git | Linux

EXPERIENCE

Game Developer, Intern

10/2023 – 12/2023

Huey Games Ltd.

Manchester, UK

- Developed a full-demo 2D arcade space shooter game in **Unreal Engine 5** with **C++** & blueprints.
- Utilized **Blender** to create basic assets and learnt some **Unity** on the side.
- Wrote a thorough technical documentation and communicated effectively with co-workers, earning their respect for my [technical expertise](#) and [communication abilities](#).

Junior Researcher

07/2023 – 09/2023

University of Sussex

Falmer, UK

- Conducted research on **Offensive Security** and developed containerized modular **Docker** web applications to demonstrate web vulnerabilities.
- Deployed isolated **Virtual Machines** for testing and researching exploits, malware, reverse-engineering and a variety of popular pen-testing tools.
- The applications I developed used in conjunction with my role as a programming tutor exposed the world of cyber-security to freshman students, broadening their experiences and revealing their passion for **Ethical Hacking**.
- Modified and customized **Raspberry Pi-4** with various tools to function as a portable hacking device.

Programming Tutor

09/2022 – 09/2023

University of Sussex

Falmer, UK

- Mentored **Java**, **Python** and **Object-Oriented Programming** principles to freshman students.
- Organized and led coding workshops, Q&A and help sessions throughout the semesters.
- Performed to the best of my abilities to create and maintain a warm and cozy environment where the workshops are fun and everyone felt welcomed.

Full-Stack Developer, Intern

07/2022 – 09/2022

Futerus Ltd.

Brighton, UK

- **Health App**: Designed and developed a full-stack privacy-oriented mobile app with **React Native** including a variety of features such as sleep tracking, exercising, diet and hydration reminders.
- **Hardware Clock**: Participated in designing hardware moulds and back-end software. Contributed to the implementation of **AWS - Amplify, Cognito, S3, Lambda & DynamoDB**.

EDUCATION

University of SUSSEX

BSc. (Hons) Computer Science, 1st Class

Falmer, United Kingdom

09/2021 – 07/2023

Multi-Currency Online Payment Service

- Online payment platform written in **Django**, supporting transactions in multiple currencies.
- Hosted the service on **Amazon EC2**, leveraging Infrastructure as a Service (**IaaS**) for scalability and reliability. Deployed on **Apache**, implemented **HTTPS** with self-signed certificate generated using OpenSSL.
- User-friendly registration and login. Established varying levels of access for regular users and administrators.
- Integrated APIs for currency conversion. Adhered to the best coding practices — Input sanitization, Object-Relation mapping, CSRF tokens and etc.

Educational OWASP Top 10 Labs

- Developed isolated **Docker** containers housing purposely vulnerable web applications to simulate and demonstrate common web vulnerabilities.
- Each application image showcases vulnerabilities such as SQL injection, OS injection, login brute-force, unrestricted file upload, XSS injection, weak access control and cookie modification.
- Written in **JavaScript**, **Bootstrap** and **PHP**, the instances can be instantly spawned, restarted and accessed over the local network with minimal delay, providing an efficient learning and testing environment.

Automated Attendance Bot

- Discovered a security loophole at the API endpoint, revealing a weak 4-digit attendance PIN without a lockout policy.
- Developed a script that brute-forced the PIN within a minute.

(Note: The findings were purely coincidental. After the PoC was verified, the issue was reported to the administrators.)

Real-Time Face Recognition Model

- Real-time model with **87%** accuracy, capable of identifying emotions — happy, sad, neutral and angry faces.
- Trained the **Neural Network** on small size of custom labelled images using **Jupyter Notebook** and **TensorFlow**.

Language / Sentiment Analysis

- Fine-tuned a pre-trained large language model (LLM) to accurately identify sentiment.
- Performed sentiment analysis on reviews, comments and posts scraped from the internet using **Python**.

Remove Duplicate Files

- **PowerShell** (.ps1) script designed for efficiently removing duplicate files within folders and sub-folders by computing and comparing hash values.
- Opted for **MD5** hashing over **SHA256** for its faster speed, which is more than sufficient for validating file integrity.

Security-Focused Web Application

- Developed a security-oriented web application using pure **PHP** connected to a **MySQL** database.
- Features include user registration, login, password reset via email and blog-like posting capabilities.
- Implemented robust security measures, such as input sanitization, hashing & salting passwords, stored procedures, IP banning, account lockout multiple fail logins, CSRF tokens, uploaded file verification, and captcha integration.

2D Arcade Space Shooter

- Arcade style 2D space shooter game developed in **Unreal Engine 5**.

One Cycle, One Day

- A distinct “one cycle, one day” clock created using **HTML**, **JavaScript** and styled with **CSS**.
- This unique way of condensing time enhances productivity and offers vivid representations of remaining time for the day.

Let's go Grab a Drink

- Connecting individuals worldwide, regardless of where they are, based on proximity, interests and hobbies.
- A real-time location-beaconing social media app currently being developed with the specific intent of combatting loneliness and encouraging the formation of new and meaningful relationships.