

Hein Htet Aung

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EDUCATION

UNION COLLEGE, NY
B.S. IN COMPUTER SCIENCE
Minor: Mathematics
2014 - 2018

GITHUB

<https://github.com/Hein95>

COURSEWORK

Deep Learning for Computer Vision
Operating Systems
Databases
Computer Graphics
Computer Organization
Theory of Computing
Large Scale Software Design
Design and Analysis of Algorithms
Data Structures
Advanced Discrete Mathematics
Linear Algebra
Cryptography
Econometrics

SKILLS

PROGRAMMING

- Java • Python • C
- JavaScript • HTML • SQL
- Scheme • React.js • jQuery.js
- Node.js • Android SDK • R

SOFTWARE

- Word Press • CAD • Photoshop

PASSION

- Full stack web development
- Designing IA | UX | UI

EXPERIENCE

WEB DEVELOPER | INTERNATIONAL FEDERATION FOR PEACE & SUSTAINABLE DEVELOPMENT

June 2018 - present | New York, NY

- Maintain IFPSD website using **Word Press** and **Javascript**.

LIBRARY SUPERVISOR | UNION COLLEGE

August 2016 - June 2018 | Union College, NY

- **Managed student workers** individually and **lead new worker training**

ANDROID DEVELOPMENT INTERN | CINEPLEX

June 2017 - Aug 2017 | Yangon, Myanmar

- Worked on a cinema seat booking app using **Android SDK** and **Java**.
- Implemented the front-end for the seat selection interface using **MVC** pattern.

WEB DEVELOPMENT INTERN | UNION COLLEGE WEB COMMUNICATIONS

June 2016 - Aug 2016 | Schenectady, NY

- Improved on data visualization of academic disciplines and career paths using **CSS, d3.js, and React.js**.
- **Re-designed entire front-end codebase** to visualize data, making it cleaner and reusable.
- **Implemented new features** such as **Full-Text Search**, **LRU caching** and **sorting and filtering** by log parameters.

RESEARCH

DEEP LEARNING FOR RENDERING 2D TERRAIN TEXTURES

SENIOR THESIS | GENERATIVE ADVERSARIAL NETWORKS

Prof Mathew Anderson | Sept 2017 - Jan 2018 | Union College, NY

- Built **Generative Adversarial Networks** to create dynamic **2D Terrain Textures** based on the input.
- Used libraries such as **Numpy, Scipy, and Tensorflow** to simulate various kinds of 2D textures using **Deep Convolutional Generative Adversarial Networks**.

PROJECTS

BuzzKill A Chrome browser extension that **detects click-bait** on social media using **Naive Bayes classifier**.

Yoghurt.ai **2nd place HACKRPI**: Optimize max food at McDonalds using Knapsack algorithm.

Raytracing Sphere Collision Implemented the raytracer algorithm using **JavaScript**. Simulated the physics dynamics using **JavaScript** and **three.js** and **Euler's Algorithm** for collision.

ACTIVITIES

2018 **Steinmetz Symposium** Presented Senior Thesis on Deep Learning.
2015-18 **Orientation Leader** Organized and led International Orientation