

Hla Htun

Corvallis, Oregon (97330)
458-272-8556 • kshaph@oregonstate.edu

EDUCATION

Oregon State University

College of Electrical Engineering & Computer Science

Bachelor of Science, Computer Science

Cumulative GPA: 3.86; Dean's List 2022 - Present

Corvallis, Oregon

Expected 2024

TECHNICAL SKILLS

- **Programming Languages:** Assembly, C/C++, Java, JavaScript, TypeScript, Python
- **Frontend Technologies:** React, Next.js, Redux, Flask, React Native
- **Backend Technologies:** Node/Express.js, MySQL, MongoDB, Convex, GraphQL
- **Languages spoken:** English, Burmese, Nepali, Hindi

WORK EXPERIENCE

[PacificSource](#)

Springfield, OR

FHIR API

Sep 2023 - Present

- Developed an API for healthcare practitioner data integration across the Pacific Northwest, enhancing data accessibility and standardization for healthcare providers.
- Implemented a modular solution for endpoint integration, enabling dynamic addition and configuration of data sources without altering the core system architecture.
- Achieved data standardization and provider record retrieval using Python and Flask, improving data consistency and reliability.
- Designed and executed data analysis consensus algorithms using a weighted voting scheme based on the age of the record, which significantly increased the accuracy of practitioner data by identifying the most current and relevant information.

Oregon State University

Corvallis, OR

Teaching Assistant

Sep 2023 - Present

- Addressed over 150 student inquiries, each term, through Ed Discussion and in-person meetings, offering solutions and clarifications on programming challenges, course materials, and web development principles.
- Provided instructional support to students through grading assignments and leading weekly office hours
- Facilitated effective communication with students, addressing a diverse range of questions related to lectures, assignments, and quizzes.

Oregon State University

Corvallis, OR

OSU Beaver Store - Textbooks and Retail Department

August 2023 - April 2024

- Managed comprehensive textbook operations, including inventory receiving, shelving, and system updates, ensuring the availability and accuracy of academic resources for the university community.
- Oversaw and executed the processing of web and special orders, demonstrating proficiency in order management systems and contributing to the department's seamless online retail operation.
- Played a pivotal role in managing increased store traffic on college game days, efficiently operating as a cashier and contributing to a 50% rise in foot traffic handling with outstanding customer service.

PROJECTS (Portfolio Website Link: <https://hlakarki.vercel.app/>)

PuzzleFuzion (<https://puzzle-fuzion.vercel.app/>)

Winter 2024

- Implemented real-time multiplayer features with live chat and dynamic game state updates, overcoming challenges in synchronizing user actions across sessions, resulting in seamless user experiences.

- Introduced innovative game mechanics, such as user-generated puzzles and multiplayer Wordle, enhancing the platform's interactivity and user engagement.
- Acquired new skills in full-stack development, real-time web technologies, and game design, contributing to professional growth and expertise in developing interactive web applications.
- Inducted into the [Hall of Fame for CS 494](#), highlighting exceptional project quality and innovation.

AdventureAI - 3rd place, Hackathon at OSU (<https://adventure-ai.vercel.app/>)

Winter 2024

- Spearheaded the front-end development of an innovative text-based RPG game, integrating AI to dynamically generate game content and visuals, enhancing user engagement and experience.
- Utilized TypeScript, React, Convex, and Tailwind CSS for development, with OpenAI's GPT-3.5 Turbo and DALL-E models for content and visual generation, showcasing advanced technical proficiency.

MasterMind - Assembly MASM (<https://github.com/HlaKarki/MasterMind>)

Spring 2023

- Developed a Mastermind game clone in Assembly language with a team of four developers, showcasing proficiency in low-level programming and collaborative software development.
- Implemented efficient algorithms for game state management and user input validation, enhancing user experience.
- Designed and implemented a custom ASCII-based user interface for the game board and feedback system, enhancing player engagement.

CoursePlanner (<https://github.com/HlaKarki/CoursePlanner>)

Spring 2023

- Developed a Schedule/Course Planner website with NoSQL (MariaDB) for backend and vanilla JavaScript and CSS for frontend
- Demonstrated effective teamwork and project management skills by leading the design and backend implementation in coordination with another team member
- Implemented Handlebars to dynamically render web pages based on database queries, improving user experience by providing real-time, personalized schedule planning.

riceCAD (<https://ricecad.herokuapp.com/>)

Fall 2022

- Developed a lightweight, web-based CAD tool for designing 3D structures for Minecraft, enabling users to visualize and export designs for in-game construction by robots using vanilla javascript with handlebars.
- Led the frontend development and contributed to backend services, demonstrating versatility and collaborative skills.
- First induction into the [Hall of Fame for CS 290](#), highlighting exceptional project quality and innovation.