LWIN OO NAING

Email: lwinoonaing806@gmail.com | Portfolio: Lwin-Oo-Naing | LinkedIn: Lwin Oo Naing | (+95) 9450-522-604

WORK EXPERIENCE

Intelance (London, England, United Kingdom)   **September 2023 – February 2024**
Software Engineer

- Led development and delivery of health tracking & monitoring features in an agile manner for a digital health platform.
- Pioneered SignalR-powered real-time updates for faster decisions and productivity boost.
- Optimized file upload performance by 50%, delivering a seamless user experience with a visual progress bar and caching mechanism.
- Automated CI/CD pipelines and unit tested the entire development process for the health tracking & monitoring features, ensuring code quality and documenting the process for future reference.
- Technologies used: C# | .NET Core | EF Core | xUnit | TypeScript | ReactJs | Redux | Azure SQL Server | Azure DevOps

Yammobots Company Ltds. (Yangon, Myanmar)   **May 2022 – August 2023**
Software Engineer

- Played a key role in developing an AI system powered by LLaMa 2 70B for customer service.
- Spearheaded the integration of data from three disparate cinema booking platforms into a unified platform, streamlining data management and enabling comprehensive reporting.
- Streamlined user access and enhanced security for real estate website, Myanland.com by implementing a robust authentication and authorization system.
- Technologies used: Python | Langchain | C# | .NET Core | xUnit | .NET MVC | Blazor | JavaScript | ReactJs | Jest | MSSQL

Mizohla (Volunteer,Yangon, Myanmar)   **January 2022 – April 2022**
Backend Engineer

- Spearheaded the implementation of song API for national songs and full text search capability for better user experience.
- Resulted in 30% faster and more accurate search results and improved data flow performance.
- Technologies used: JavaScript | NodeJs | ExpressJs | MongoDB | Firebase | Firebase Functions

PROJECTS

AI ChatBot (Window)   Online | GitHub

- Developed an AI Chatbot window app with a color theme for user appealing design.
- Training custom data to give relevant answers based on user input for interactive experience.
- Technologies used: Python, Tflearn, Tkinter

Multiplayer Pictionary Game (Website)   GitHub

- Conceptualized and developed a real-time multiplayer pictionary game, replicating the classic experience online.
- Implemented an interactive interface with intuitive drawing tools and live score updates, fostering social interaction and friendly competition.
- Technologies used: Python | Flask | Redis | Google OAuth 2.0 | TypeScript | ReactJs | Redux | SocketIO | Git | GitHub

EDUCATION

University of Greenwich, London, UK   **Expected Graduation Date - November 2024**
Bachelor of Science (Hons), Computer Science
Info Myanmar University, Myanmar   **Graduated - February 2022**
Higher National Diploma, Computer Science