# MOE MYAT AUNG

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### **EDUCATION**

California Polytechnic State University, San Luis Obispo (Cal Poly)

Graduating December 2026 w/ B. Sc Computer Science

Major GPA: 3.8 | University Honors Program | Dean's List for all quarters

**Coursework**: Software Engineering, Operating Systems, Networked/Distributed/Parallel Computing, <u>Databases</u>, <u>Algorithms</u>, Systems Programming, Computer Organization, Object-oriented Programming, <u>Data Structures</u>

#### **WORK EXPERIENCE**

## **Cal Poly Computer Science Department,** *Tutor*

Sep 2024 - Present

- Provided 1-on-1 guidance on Data Structures, Algorithms, and coding projects to over 50 students quarterly
- Facilitated problem-solving strategies and debugging tips for complex assignments

## **DormMe Application, Internship**

Apr 2025 - Present

- Implemented vector search using Vertex AI embeddings in Firebase Functions to replace bottlenecked GPTbased matching logic in a fast-paced early-stage startup environment, improving matching latency at scale as user count exceeded 200
- Tested secured Google Cloud Run functions using Postman, Identity Tokens, and service accounts to verify behavior and debug cloud-deployed logic
- Collaborated in a 3-person agile-style team to architect and develop tool-using AI Agents with Google ADK
  and Vertex AI Engine for housing and roommate discovery, including tool orchestration, grounding, and
  session state design, while periodically refactoring shared modules for simplicity and maintainability
- Built a property-specific assistant agent using Google ADK integrated with Google Places API via the
   'googlemaps' Python SDK to answer location-aware user queries about housing listings and neighborhoods,
   coordinating with the team on requirements during MVP and beta launches.
- Designed a backend interface that bootstraps agent session state from only 'user\_id' and 'housing\_id',
  querying data directly from Typesense to simplify frontend integration and centralize session logic on the
  backend, and implemented an LRU-cached client initialization to ensure a single reusable client instance,
  reducing connection overhead
- Introduced **Pydantic** to standardize Typesense document parsing and added schema validation against live collection definitions to prevent field mismatches, improving long-term code maintainability and integration

#### **RESEARCH EXPERIENCE**

Using Large Language Models to Analyze Memory | Dr. James Anthony, Research Assistant

Jan - June 2025

- Contributed to codebase that produced graphs and visualizations using Pandas, Numpy, and Matplotlib to analyze spreadsheet-based data
- Produced heatmap visualizations of semantic similarities of each of 200 subject responses against the official screenplay utilizing Google's Universal Sentence Encoder embeddings, revealing potential biases in memory recall
- Optimized data loading and processing in Pandas by caching spreadsheets, reducing repeated file reads and cutting total runtime by ~85% (15 minutes → 3 minutes)
- Designed a quantifiable metric of accuracy for Large Language Model predictions against human labels, enabling objective accuracy evaluations and reproducible analysis

## **PROJECTS**

**Networking System Projects · GitHub** 

*Apr – June 2025* 

Python, TCP/UDP Sockets, File I/O, Protocol Design

- **P2P File Sharing System**: Built a peer-to-peer file sharing system over TCP with a custom protocol (Offer, Request, Transfer, Ack) and a tracker server for peer discovery
- **TCP Congestion Control over UDP**: Simulated TCP features (slow start, congestion avoidance, fast retransmit) over UDP with checksum-based error detection and RTT/cwnd visualizations
- Implemented chunked file transfer with acknowledgments, retransmissions, and performance metrics under varying packet loss conditions

#### **SKILLS & CERTIFICATIONS**

Programming Languages: Python, C, Go, Java, MySQL

Tools: Git, React, Postman, Typesense, Cloud Technologies: Google Cloud Platform (Vertex AI, Cloud Run)