

LWIN OO NAING

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WORK EXPERIENCE

Intelance (London, England, United Kingdom)

September 2023 – Present

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 enhancing the cinema booking system, serving over 1.5 million users.
- 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: C# | .NET Core | xUnit | .NET MVC | Blazor | Python | 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.
- Technology used: VueJs | JavaScript | NodeJs | ExpressJs | MongoDB | Firebase | Firebase Functions

PROJECTS

Movie Finder (Website)

[Online](#) | [GitHub](#)

- Developed a movie finder website with a carousel for dynamic movie display.
- Integrating search filters, movie details for an informative and recommendation for interactive experience.
- Technologies used: TypeScript | ReactJs | Redux | TMDB API | Git | GitHub

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 - December 2024

Bachelor of Science (Hons), Computer Science

Info Myanmar University, Myanmar

Graduated - February 2022

Higher National Diploma, Computer Science