Yati Ko Ko

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I am a Computer Science student at the University of Debrecen who is passionate about software development and web technologies. I am knowledgeable in software development processes, algorithms, and data structures. I am highly self-motivated and pick up new skills rapidly. I've been eager to find a job and ready for new experiences.

Bachelor of Science : Computer Science
University of Debrecen, Hungary
Expected graduation date: June 2024

Skills : C/C++, Java, Python, PHP, Lisp , HTML, CSS, SQL, NoSQL, Azure, Git, Jira

Relevant Coursework: Software Engineering and Technologies, Software testing, Web application Development, Foundation of AI, Advanced Database, Software development Methodologies, Data structure and Algorithms, Network architecture and protocols, Discrete math, Applied Math, and Operating systems

Projects

Turn-Based Game on a 6x6 Board
Technologies Used:
- **Programming Language:** Java
- **User Interface:** JavaFX
- Implemented a robust turn-based system in Java, allowing players to take turns and make strategic moves on the board.
- Developed logic for the 6x6 board, ensuring proper handling of player moves, symbol placements, and checking for winning conditions.
- Enforced game rules to restrict illegal moves and ensure a fair and enjoyable gaming experience for the players.
- Gained experience in designing and implementing a turn-based game, honing problem-solving skills in the context of game development.
- https://github.com/Rati-dk/Javafx-boardgame-project.git

Test Automation Project
Technologies Used:
- **Cucumber:** Behavior-Driven Development framework for writing feature files.
- **Selenium WebDriver:** Browser automation framework for interacting with web applications.

- **Java:** Programming language for writing step definitions and test scripts.
- Designed and implemented a robust test automation framework using Cucumber and Selenium WebDriver to automate functional tests for the Saucedemo site.
- Enhanced proficiency in Cucumber and Selenium, gaining insights into effective test automation practices.
- https://github.com/Rati-dk/TestAutomationProject.git

Python Projects
- Had experiences in developing AI projects with Python, like the 3-cup problem,the n-queen problem, and the hanoi tower problem for various board sizes.
- Learned backtracking techniques to explore possible solutions and backtrack when conflicts arise.
- Implemented an intelligent game strategy using algorithms like minimax or alpha-beta pruning.
- Demonstrated problem-solving skills and knowledge of AI principles.

Profiles

- http://linkedin.com/in/yati-ko-ko-907018232
- https://github.com/Rati-dk

Languages

English   ●●●●●

Burmese   ●●●●●