

Aung Min Myat

Computer Scientist

CONTACT

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EXPERIENCE

- Front-End Development
- Habitify – Habit Tracker Web App**
 - Developed a responsive and interactive habit-tracking web application designed to help users build positive routines and reach their personal goals.
 - Worked closely with UI/UX designers and backend developers to integrate features and ensure consistency across design and functionality.
 - Implemented key front-end elements using **React.js**, **Tailwind CSS**, **HTML**, and **JavaScript**. The project was completed over 1.5 months, focusing on user experience, progress visualization, and mobile responsiveness.
 - D-Mar Learn – Educational Platform for English Learners**
 - Built an interactive learning website aimed at helping users improve their English through self-study.
 - The platform delivers lesson videos followed by exercises and interactive games to reinforce each topic.
 - Worked on building clean, engaging UI components and learning flows using **HTML/CSS**, and **JavaScript**, ensuring ease of navigation and user engagement.
 - Progress Path – Personal Goal & Activity Tracker**
 - Designed and developed a web application that helps users track daily tasks, long-term goals, and personal habits.
 - Key features include a habit calendar, goal progress dashboard, event reminders, and a journaling tool for daily reflections.
 - Focused on front-end development using **React.js** and **Tailwind CSS**, implementing dynamic state management and structured layouts to create a motivating user experience.
- Mobile Application Development
- Music Player App – Android Studio (Java)**
 - Developed a mobile music player that allows users to browse songs, control playback, and manage playlists.
 - Focused on creating a clean, responsive UI with smooth navigation and reliable media handling using Java and Android components.
 - Food Ordering App – Android Studio (Java)**
 - Built a food ordering app where users can browse menus, add items to a cart, and review their orders.
 - Designed intuitive screens using XML layouts and implemented activity transitions and input forms for a complete ordering flow.
- Python & Machine Learning
- Used **Python** in academic and personal projects to work with data, perform analysis, and build logic-based applications.
 - Explored basic **machine learning algorithms** such as linear regression and classification models to analyze small datasets and understand predictive modeling.
 - Developed a **pixel-based desktop game** inspired by **Little Rogue**, applying **object-oriented programming** to design character movement, level progression, and game logic, enhancing both programming and creative problem-solving skills.

EDUCATION

International Leadership University

Bachelor of Computer Science

International Leadership University

Certificate in Social Media and Online Adverstising

KMD

Certificate in Computer Basics

TECHNICAL SKILLS

- Programming Languages:** Python, Java, JavaScript, Dart
- Web Development:** HTML, CSS, React.js, Tailwind CSS
- Mobile Development:** Android Studio (Java), Flutter (Dart)
- Databases & Development Tools:** MySQL, XAMPP, WAMP, Git
- System & Software Setup:** Installed and configured WordPress, Floreant POS, Moodle, Dolibarr ERP;
- basic IT and hardware support

SOFT SKILLS

Communication

Teamwork

Problem-Solving

Adaptability

Creativity & Innovation

Critical Thinking