Si Thu Ko

JUNIOR SOFTWARE DEVELOPER

Profile

As a junior self-taught developer, I'm passionate about game development, web development, and QA testing. Eager to contribute my problem-solving skills and creativity to a dynamic team, I'm seeking an opportunity for continuous learning, growth, and making a meaningful impact. Valuing collaboration, I bring a unique perspective to a team of experienced professionals.

Experience

Indie Game Developer, Self-Employed, Sydney

JANUARY 2023 — PRESENT

- Collaborated with publishing managers to discuss and develop game design.
- Analysed code thoroughly to identify root causes and fixed bugs.
- Used Unity and C# to performe coding for gameplay logic, mechanics, and user interfaces.
- Adapted to new challenges by constantly learning and upskilling through available resources such as Google, YouTube, ChatGPT, and Udemy courses.
- Managed time efficiently to meet deadlines given by publishing managers while also working as a food delivery driver.

Uber Eats Delivery Driver, Uber, Sydney

DECEMBER 2021 — PRESENT

- Managed time efficiently to pick up and deliver multiple orders promptly.
- Communicated effectively with vendors to verify customer's orders before delivery, preventing customer complaints.
- Provided excellent customer service by being friendly and courteous during interactions to increase satisfaction and loyalty.
- Consistently met deadlines and successfully completed more than 3,900 deliveries, maintaining an exceptional customer satisfaction rate of 99%.

Retail Store Assistant Manager, KMN Textile, Myanmar

JANUARY 2019 — JULY 2021

- Developed and maintained strong relationships with suppliers to ensure the timely delivery of goods and services.
- Collaborated with a team of 5 employees to develop and execute an online store operation, that resulted in a 50% increase in overall sales.
- Communicated efficiently with store members from various branches to fulfill online orders made by customers.
- Coordinated with various delivery service providers to ensure the timely delivery of customers' orders.
- Managed day-to-day in-store operations while concurrently leading an online sales team by effectively managing time and prioritising tasks.

Project Coordinator, KMN Textile, Myanmar

JANUARY 2017 — APRIL 2018

- Collaborated with engineers and architects to outline the specifications of the store remodeling project.
- Negotiated contracts with external vendors to secure profitable agreements.
- Met the project deadline through constant communication and collaboration with both internal and external stakeholders.
- Supervised internal staff to stock the store with merchandise so that it is ready to operate on the opening day.
- Managed day-to-day store operations through collaboration and communication with store team members.

Details

Sydney
Australia
(+61) 0426 033 831
sithu.ko21120@gmail.com

Links

Portfolio Website

Skills

C#

CSS

HTML

JavaScript

Unity Game Engine

Adaptability

Fast Learner

Communication

Organisation

Game Testing

Attention to Detail

Ability to Work in a Team

Effective Time Management

Ability to Work Independently

Ability to Work Under Pressure

Languages

English

Myanmar (Burmese)

Supervisor, Subway Restaurant, Sydney

- Trained new and less experienced staff.
- Managed multiple customer orders while also tracking and maintaining the stock levels.
- Effectively handled multiple deadlines through constant collaboration and communication with team members.
- Discussed and allocated tasks among team members to work efficiently in meeting unexcepted deadlines.

Personal Project Experience

Pop'em All, (C# and Unity Game Engine)

iOS: https://apps.apple.com/us/app/popem-all-merge-shoot/id6468012156

Android: https://play.google.com/store/apps/details?id=com.STK.PopemAll&pli=1

- Developed this game for a mobile game publisher, Supersonic.
- Searched and fixed a critical bug that resulted in increasing Day 1 retention rate by 56%.
- Updated and released new versions of the games to the App Store and Google Play Store.
- Performed coding for game-play logic and rules using C# and Unity Game Engine.
- Collaborated with publishing manager to create video contents for Facebook advertising.
- Integrated third-party SDK to measure KPIs in game.
- Implemented game design changes in collaboration with the publishing manager that resulted in reducing CPI by 38% during the second iteration.
- Developed satisfying gameplay mechanics that achieved a high average daily playtime of 1,920 seconds.

Education

Bachelor of Electrical Engineering, University of Technology, Sydney (UTS), Sydney

Advanced Diploma in Electrical Technology, Technical and Further Education (TAFE), Sydney

Certifications

QA: Become a Game Tester, Udemy

Game QA/Testing Short Course, Udemy

Responsive Web Design, FreeCodeCamp

Complete C# Unity Game Developer 2D, Udemy

JavaScript Algorithms and Data Structures, FreeCodeCamp

3D Hyper Casual Runner 101 for Android with Unity, Udemy

Kick off your gaming QA career: basics of testing for games, Udemy

Unity C# Scripting : Complete C# For Unity Game Development, Udemy