

# 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 perform 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](mailto:sithu.ko21120@gmail.com)

## Links

Portfolio:  
<https://stk.my.canva.site/>

## 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

AUGUST 2013 – NOVEMBER 2016

- 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

FEBRUARY 2011 – JUNE 2016

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

FEBRUARY 2009 – NOVEMBER 2010

## 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