

TAYZA SHWE

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EDUCATION

Boston University College of Arts and Sciences, Boston, MA
Bachelor of Arts in Computer Science & Minor in Statistics
GPA: 3.33

May 2024

TECHNICAL SKILLS

Frontend | React.js, JavaScript, HTML5, CSS3
Backend | MongoDB, Express.js, Node.js
Developer Tools | Git, npm, Webpack, Docker
Other Programming Languages | Ocaml, Java, Python

WORK EXPERIENCES

Ultimate Kronos Group (UKG), Lowell, MA

September 2022 - December 2022

Incoming Software Engineer Intern

- “Born from a historic merger that created one of the world’s leading HCM cloud companies, we help 70,000+ organizations across every industry anticipate and adapt to their employee’s needs beyond just work.”
- The intern will be expected to design, develop, troubleshoot and debug software applications at the enterprise level and use a variety of tools including Big Data platforms and web frameworks.

SEE ID, Shirley, MA

June 2022 - Present

Software Engineer Intern

- Developed a proof-of-concept of a FullStack real-time asset tracking application, independently, for the Department of Defense, using MongoDB, Express.js, React.js, Node.js, and Docker.
- Built REST APIs using Node.js and Express.js for authorizing and authenticating user profiles and for interacting with asset data.
- Deployed the application on an AWS EC2 instance which was then used for product demonstrations with clients and set up a reverse proxy using NGINX.

PROJECTS

Trading Bot

November 2021 - January 2022

Individual Developer | *Independent Project* | Github link: https://github.com/TayzaShwe/crypto_trading_bot_repo.git

- Programmed a cryptocurrency trading bot using Python that automatically creates trailing stop loss orders and trailing take profit orders based on the current price of an asset which is updated at a chosen time interval.
- Developed a web version of the trading bot using HTML5, CSS, and JavaScript to simulate the trading bot with fake money. Used Cryptocompare to retrieve historical price data and Chart.js to chart the data.

Tic-Tac-Toe Game

May 2022

Individual Developer | *Independent Project* | Github link: https://github.com/TayzaShwe/tic_tac_toe.git

- Programmed a tic-tac-toe game using Python that allows the user to play against another player, an easy bot that randomizes moves, and a hard bot that uses the minimax algorithm to find the optimal move.
- Designed a graphical user interface for the game using PyQt5 and created an executable file for linux using PyInstaller to play the game.

Interpreter

April 2022

Individual Developer | *Course Project* | Github link: https://github.com/TayzaShwe/cs320_interpreter_project.git

- Programmed an interpreter using Ocaml that accepts a string of commands, evaluates the commands on a stack, and returns an array of results.
- Learned to use abstract types to write parsers which the interpreter used to accept commands ranging from basic mathematical operations to declaring functions with closures.

Portfolio Website

April 2022

Individual Developer | *Independent Project* | Github link: https://github.com/TayzaShwe/portfolio_website.git

- Programmed a portfolio website using HTML5, CSS, and JavaScript to showcase my projects.