

Myat M. Khant

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EDUCATION

University of California, Berkeley | GPA 4.0/4.0

B.A. in Computer Science

Berkeley, California

Expected May 2026

Pasadena City College | GPA 3.97/4.0

A.A. in Engineering Technology, A.S. in Natural Science

Pasadena, California

June 2024

SKILLS

Programming: C++, C, Java, Python, JavaScript, HTML/CSS, SQL, MASM, RISC V, SwiftUI, Golang

Tools: IntelliJ, PyCharm, Eclipse, Git, CGDB, GDB, Valgrind, Venus, Vim

EXPERIENCE

Geopogo | ZoneQuest AI

Frontend Developer Intern

Berkeley, California

Feb 2025 – Current

- Designed and implemented a modern, responsive UI for the ZoneQuest AI website using Wix Studio, enhancing site aesthetics and navigation
- Integrated Runway API into the Geopogo website, enabling users to generate architectural design videos from images, enhancing creative exploration
- Utilized HTML, CSS, JavaScript, Firebase, and Wix Data to build and manage dynamic web components, ensuring seamless functionality and data storage

Pasadena City College | Math Success Center

Mathematics Tutor

Pasadena, California

Aug 2022 – June 2024

- Supported under-represented minority students in their calculus courses by providing tailored tutoring sessions, resulting in improved comprehension and academic performance
- Proactively identified students in need by observing class dynamics and engaging them through individualized approaches, increasing student participation
- Collaborated with professors and fellow tutors to develop strategies for enhancing classroom support, by creating personalized review sheets, which contributed to higher exam scores and student confidence

PROJECTS

FitPlan

Self-Project

Berkeley, California

Nov 2024 – Dec 2024

- Designed and developed a fitness planning iOS app using SwiftUI, helping users track workouts and progress, leading to increased user engagement through an intuitive interface
- Implemented a personalized workout scheduling system, enhancing user adherence to fitness goals by providing customized routines and progress tracking

Optimization

Self-Project

Berkeley, California

Dec 2024 – Dec 2024

- Optimized matrix convolution using OpenMP and AVX2 intrinsics, achieving a 9.16x speedup over the baseline implementation
- Implemented SIMD vectorization and parallelization techniques to enhance computational efficiency and memory access patterns

Video Games Catalog

Project Assessment for Snap Academies

Pasadena, California

April 2024 – April 2024

- Assembled an interactive catalog of 1900s video games using HTML, CSS, and JavaScript, allowing users to explore and engage with historical video game data
- Utilized datasets to implement features like filtering, searching, sorting, and removing entries, improving the functionality and user experience of the catalog

ACHIEVEMENTS

Certificate: NASA Space App Steller Lead, CRLA tutor training

Scholarships: Jack Scott Scholarship, Academic Senate Scholarship, Juei-Jen and Nien Li-Ching Chang Scholarship, Honors in Math