

# Win Htet Aung

Richmond, Virginia

804-774-1618 | whaung.2003@gmail.com | www.linkedin.com/in/winhtetaung2003

## EDUCATION

### University of Richmond

May 2025

*Bachelor of Science in Computer Science and Mathematics*

*Richmond, VA*

- Minors: Data Science and Statistics, Economics, and Linguistic

**GPA:** 3.89

**Related Coursework:** Data Structure, Software Engineering, Algorithms, Linear Algebra, Computer Organization, Probability, Artificial Intelligence, Android Programming, Human Computer Interaction, Advanced Data Science

**Honors:** "A List", Dean's List, Phi Eta Sigma, Omicron Delta Kappa, Pi Mu Epsilon, Upsilon Pi Epsilon

## SKILLS

**Programming Languages:** Java, C++, Python, R, MIPS assembly, Prolog, HTML, CSS, JavaScript

**Environments/Skills:** VS Code, Idle, Jupyter Notebook, Android Studio, Eclipse, R Studio, Logisim, GitHub, Scrum

**Certifications:** AWS Certified Cloud Practitioner

## PROJECTS

### Map Segmentation (Python, Tensorflow)

Spring 2024

Trained a machine learning model to accurately perform semantic segmentation on an aerial terrain map

- Developed a data pipeline to preprocess 5,000 aerial terrain images (512x512 pixels) into 128x128 pixels and applied one-hot encoding for six classifications
- Implemented U-Net architecture to train the model, achieving 95.11% test accuracy
- Compared performance against pre-implemented FCN8 and FCN32 models with test accuracies of 49.59% and 37.86% respectively

### KnowMe App (Android Studio, Java)

Spring 2024

Developed a pilot application mimicking Instagram's functionality, with distinct private and public post viewership

- Implemented and managed an SQLite Database for secure user data storage, including the encryption of sensitive information and the use of keys to connect relational tables
- Designed and integrated multiple user interface pages, ensuring seamless navigation and an intuitive UX
- Utilized Android API to interact with device features, manage user permissions for changes, and implement a notification system for user updates

### Computer Simulator (C++, MIPS Assembly, & Logisim)

Fall 2023

Designed a fundamental computer mimicking foundational aspects of real-world computing operations

- Replicated a working CPU in Logisim to operate complex assembly instructions
- Developed and implemented an assembler in C++ to accurately handle 40+ MIPS instructions and pseudo-instructions; effectively manage static memory allocation
- Programmed the kernel in MIPS assembly to ensure proper interactions between the CPU, the memory, and the I/O devices

## EXPERIENCES

### Math Instructor

October 2022 - Present

*Mathnasium – The Math Learning Center*

*Richmond, VA*

- Mentor and instruct 50+ students with math levels ranging from K-12
- Collaborate with other team members and parents to assist in customizing education plans and encourage development of positivity and growth within students

### Computer Science Grader

September 2023 – May 2024

*University of Richmond*

*Richmond, VA*

- Evaluated and graded assignments, projects, and exams for undergraduate computer science course, providing constructive feedback to students
- Assisted professors in developing grading rubrics and maintaining accurate grade records