

# WILLIAM KYAW

## SOFTWARE ENGINEER

### CONTACT



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### SKILLS

Python

Java

C/C++

HTML/CSS/JS

PHP

SQL

Haskell

Mathematics

Computer Logic

Algorithms

Database Structures

Collaboration

Problem Solving

Adaptability

Communication

Self-learning

Jira

GitHub

Photoshop (UI Design)

### EDUCATION

#### Computer Science and Artificial Intelligence

Loughborough University

Predicted Grade: Upper Second-Class Honours (2:1)

#### Artificial Intelligence and Machine Learning

Oxford University LMH Summer Programme

Average Grade: B

#### A Levels

CATS College Cambridge

Grades: ABB

CEFR level C2 English: Grade C

#### IGCSE

Myanmar International School Yangon

Grades: A\*A\*A\*A\*A\*AAB

### PROFILE

Passionate and enthusiastic Computer Science and Artificial Intelligence student eager to apply my knowledge of various programming languages, data structures, and algorithms to real-world applications.

### PROJECTS

#### Work Management Web Application

- Developed a work management web app as part of a team project utilising HTML, CSS, JS, PHP, and SQL through Tailwind and Laravel frameworks.
- Implemented Agile development methodologies, collaborating seamlessly on GitHub and JIRA.

#### Portfolio Website

- Created a personal portfolio website to hone front-end web development skills using HTML, CSS, and JS.

#### Sorting Algorithms Benchmark Tool

- Engineered a benchmark tool for sorting algorithms, streamlining benchmarking, comparison, and visualisation of their respective time complexities.

#### File Organisation Tool

- Devised a Python script for organising and categorising files into predefined folders, based on their types and file extensions.

#### Library Management System

- Engineered a library management system using Python, employing a procedural programming approach for efficient organisation and tracking.

#### Bookshop Management System

- Developed a bookshop management system using Java, emphasizing object-oriented programming principles for robust and modular functionality.

#### Dummy Smart Home Monitor System

- Implemented a dummy smart home monitor system on an Arduino Uno platform, employing C/C++ programming for system functionality.

#### Country Comparison Web Application

- Devised a web application for comparing countries' cycling performance, incorporating HTML, CSS, JS, PHP, and MySQL for dynamic and interactive features.

### EXTRA - CURRICULAR ACTIVITIES:

#### The World Scholar's Cup

Engaged in team debates and collaborative writing to refine my critical analysis, persuasive argumentation, and communication skills.

#### Environmental Committee

Raised awareness of environmental issues and actively contributed to local community sustainability initiatives.

#### Coding Club

Explored game development through hands-on participation in creating basic games.

#### Chess Club

Competed in local chess tournaments and played chess for cognitive improvement.