I am an independent, hardworking and trustworthy student that really love learning computer science. I am always ready to learn new technologies and share my experiences to others. I am really passionate to create software and solve programming problems. Solving my own and other’s problems are just so enjoyable for me.

I started learning computer science at 16, when I finished my high school. The first programming language I tried was C# because I always wanted to develop games. At the very first time, it was kind of a little confusing for me. I even felt like that language is so difficult. Then, when I switched to study C++, I started to understand how the programs are actually working. At that time, it was a great achievement for me. From then on, I tried solving programming problems in the website named ‘Kattis’. That website helps me a lot improve my problem-solving skills.

Currently, I am a second-year student from University of Information Technology in Myanmar. But according to covid-19 and political crisis, I didn’t even finish my first semester of second year.

During my short university period, I tried different technologies and also participated in many technology-related competitions such as World Robot Olympiad (Local), Make-a-thon which is held by K-lab, International Collegiate Programming Contest, Myanmar STEM competition and so on. Of course, I failed several times but I never upset for my failures. I always try to improve myself so that I also got a number of awards and honors in various competitions.

Such failures and successes are drivers for me to improve my knowledge on Computer Science. But, unfortunately, all schools and universities in Myanmar have been closed since early 2020 due to global pandemic. The lockdown periods are so priceless for people like me, who loves doing self-study. During those periods, I decided to take cs50 Computer Science Free Course which is offered by Computer Science professors from Harvard. After that, I learned two mobile technologies, which are Kotlin and React Native. Subsequently, I make up my mind to try different game engines. I tried Unity Engine, Unreal Engine and Godot Engine and finally I chose to stick with Unity.

After doing self-study at home all the time and studying online free courses and new technologies for above one year, I decided to change my pathway of study. And finally, I am here to apply the SUNY Korea which I hope can change my life. My ambition after graduation is to be part of the persons who are attempting to change and bring the community toward a better world using technologies.