

Technical Skills-

UI/UX Skills

Interaction Design, Visual Design, Mobile And Responsive, User Research

Programming Languages HTML, CSS, JavaScript, PHP, JAVA

Frameworks And Libraries Node.Js, Express.Js, Bootstrap, Tailwind CSS, React.Js, GSAP

Databases MongoDB, MySQL

Tools & Version Control Git, Spline, Figma, Sketch, Framer

Office & Communication Tools

Email Management, Google (Meet, Spreadsheet), Microsoft (Excel, Word, Teams, PowerPoint), **Documentation Writing**

Language Skills-

English

Intermediate

Japanese

JLPT N4

Interest -

Art Portrait/ Perspective/ Sketch

Soft-Skills —

Creativity

Collaboration

Active Listening User

References-

Kvaw Win Thu Managing Director Of STAR SE 株式会社

⋈ kyaw.win.thu@starse.co.jp

Portfolio -



Scan QrCode OR Click here

Yunn Shwe Yi Win

UI/UX ENGINEER

□ yunnshweyiwin37@gmail.com

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√ Mingalar Taung Nyunt, Yangon ☐ 04/09/2002

Summary-

A detail-oriented and adaptable Developer with over one year of experience in building intuitive, user-centric web applications. Passionate about enhancing user experiences through efficient, scalable, and maintainable front-end solutions. Proficient in collaborating with cross-functional teams to develop dynamic and responsive interfaces that align with business objectives and user needs. Continuously learning and staying updated with the latest technologies, frameworks, and best practices to create highperformance applications.

Education-

Youth International University @

June 2018 - February 2021

HND IN COMPUTING

Acquired skills in programming, networking, professional communication, and computer architecture. Advanced in database design, UI/UX design, security, project management, and web development. Conducted research projects, studied advanced programming, client/server systems, IoT, business intelligence, cloud computing, and network security.

ExbraiN Education @

September 2022 - November 2023

SEJ (SOFTWARE ENGINEERING IN JAPAN)

Completed the SEJ program, learning software engineering and Japanese within a year. Gained practical experience through three-month internship, working on challenging projects and real-world applications, enhancing both technical and language skills.

Projects-

— Beyond Ecommerce *ℯ*

July 2023 - September 2023

ECOMMERCE WEBSITE⇒ FIGMA, PHP, TAILWIND, JAVASCRIPT, HTML, CSS

Designed and developed a comprehensive ecommerce platform utilizing PHP for backend functionality, Tailwind CSS for responsive and modern UI design, and JavaScript for dynamic content and interactivity. The project involved setting up a secure user authentication system, managing product listings, implementing a shopping cart and checkout process, and integrating payment gateways. This project demonstrated strong skills in full-stack web development, problem-solving, and user experience design and Logo.

For more of my design work, please visit my PJ Showcase Drive.

Experiences -

– STAR SE 株式会社 🔗

December 2023 - January 2025

I have been working as an IT Engineer since December 2023, contributing to both client and internal office projects. My role involves developing and implementing IT solutions tailored to client needs while optimizing internal systems for efficiency. I collaborate closely with team members to troubleshoot technical issues, ensuring seamless system operations and integrity. Additionally, I actively participate in project planning and execution, focusing on delivering efficient and timely results. Our tech stack includes React and Tailwind CSS for the frontend, Java and Spring Boot for the backend, and React Native for Android development. We use Figma as our primary design tool. This experience has strengthened my problem-solving skills and provided hands-on expertise in various IT processes.

— Freelance Developer *②*

February 2025 - Present

Working independently on web and mobile development projects for various clients. Collaborating remotely on frontend and backend solutions using technologies such as React, Tailwind CSS, C#, and MySQL. Providing UI/UX consultation and implementation for client applications. Managing project timelines, communication, and delivery.