

J SOE NAING

📍 SURREY, CANADA | 📞 (604) 808-6787 | ✉️ JSOE_06@HOTMAIL.COM | [in LINKEDIN](#)

◦ LINKS ◦

[GitHub](#)

[Personal Website](#)

[Snorlax Scratch Game](#)

[Tom & Jerry Maze Game](#)

[2-Player Tic Tac Toe Game](#)

◦ CERTIFICATES ◦

Python Bootcamp on Udemy

◦ PROGRAMMING LANGUAGES ◦

Java

C/C++

Python

JavaScript

◦ APPLICATIONS ◦

IntelliJ

GitLab

GitHub

Git Bash

PyCharm

Visual Studio

◦ OPERATING SYSTEMS ◦

Linux

Ubuntu

Windows

👤 PROFILE

- Enthusiastic second degree Computer Science student with exceptional leadership skills who is willing to take ownership of core components
- Eager to contribute to team success through innovations, attention to detail and excellent organizational skills
- Experienced with programming languages including Python, C/C++, Java and JavaScript
- Highly motivated to learn, grow and excel in the field of computer science

★ TRANSFERABLE/NON-TECHNICAL SKILLS

- Great prioritization and planning skills acquired by experience with assigned project/assignment deadlines at SFU
- Excellent communication (both oral & written) and networking skills gained by working as a sales associate at Eyestar Optical for 3 years
- Outstanding teamwork and leadership skills from working with a team of tutors at Friends of Simon and collaborating with group members for school projects
- Self-driven and highly motivated to achieve set goals

📁 TECHNICAL PERSONAL PROJECT EXPERIENCE

Personal Portfolio Website, Personal Project Feb 2021 – May 2021

- Created a personal website using *React.js* and deployed the app into GitHub pages
- Used bootstrap to incorporate interface components, such as buttons and website logos
- Contains links which will redirect viewers to GitHub, Resume and LinkedIn

Tom & Jerry Maze Game, CMPT 276 Jan 2021 – Apr 2021

- Programmed a maze game called *Tom & Jerry* in Java language using *IntelliJ*
- Used a set of *Swing components* which allow for creation of a User Interface
- Collaborated and communicated closely with a team of three other members
- Designed the UML and mock-up of User Interface

Tic-Tac-Toe, Personal Project Apr 2021

- Implemented a simple *Tic-Tac-Toe* game in Python using *PyCharm*
- Used multiple if-else rules to account for all possible test cases
- Troubleshoot game programming to ensure it builds and runs smoothly on an IDE

Snorlax Scratch Game, Personal Project May 2020

- Implemented a collecting game named *Hungry Snorlax* using a block-based visual programming *Scratch* language
- Planned out an appealing visual theme to enhance the players' experience
- Designed the main character, rewards and punishments using Paint.NET

J SOE NAING

◦ LINKS ◦

[GitHub](#)

[Personal Website](#)

[Snorlax Scratch Game](#)

[Tom & Jerry Maze Game](#)

[2-Player Tic Tac Toe Game](#)



EMPLOYMENT HISTORY

High School Tutor at *Friends of Simon*, Burnaby Jan 2018 — Present

- Working with 3 other tutors to assist students in acquiring better understanding of targeted weak areas within a subject or a subject as a whole
- Analyzing and maintaining records of student's progress to teach individual needs
- Implementing and running literacy and numeracy activities for a group of up to 20 students

Sales Associate at *Eyestar Optical*, Surrey Apr 2021 – Present , Feb 2016 — Feb 2019

- Dealing with customers' concerns and using appropriate judgment to solve for any arising problems and issues
- Entering new patient/customer profiles and prescriptions into online systems
- Anticipating and responding to customer cues by consistently evaluating customers' needs



COMMUNITY ENGAGEMENT & EXTRACURRICULAR ACTIVITIES

Hospitality at *Greater Vancouver Food Bank*, Vancouver Apr 2019 — Aug 2019

- Assisted on the front-line with daily operation of the on-site food bank
- Sorted through food donations, portioning food and helping with check-out

Wayfinding at *Royal Columbian Hospital*, New Westminster Apr 2016 — Feb 2017

- Supported patients, visitors, and clients of the hospital by providing a friendly welcome, information and way-finding directions



EDUCATION

BASc in Computing Science, SFU, Burnaby Sept 2019 — Dec 2022

BSc in Biological Science, SFU, Burnaby Sept 2013 — Dec 2018



INTERESTS

- Playing RPG/strategy MOBA games such as: League of Legends, Maple Story, RuneScape, etc.
- Oil/acrylic painting and digital painting using Procreate
- Traveling to different countries and exploring new cultures and foods
- Spending time with family, friends and puppy