

Jude N Lwin

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Education

University of Maryland, College Park

GPA: 3.96/4.00

Bachelor of Science in Computer Science, Mathematics

May 2026

- Computer Science Departmental Honors, Design Cultures & Creativity Honors College, Dean's Scholarship
- **Coursework:** Object-Oriented Programming, Data Structures, Algorithms, Computer Systems, Organization of Programming Languages, Calculus I-III, Linear Algebra, Discrete Mathematics, Applied Probability and Statistics

Experience

US Department of Agriculture

Jun 2024 – Sep 2024

Technology Intern

Riverdale, MD

- Led accessibility testing for 142 web applications, ensuring compliance and usability standards were met
- Coordinated remediation efforts with 25 app development team members, for Java and C#/.NET applications
- Crafted Python scripts with Pandas to automate data consolidation and validation across Excel spreadsheets, reducing manual processing time by 25% and improving data accuracy by 15%
- Utilized Power Automate and Microsoft (MS) Lists to reduce the records inbox processing time by 20%, enabling automatic replies, disposal, and sorting; increased completion efficiency by 20%

Warriors Legacy Care, App Development Club

Sep 2024 – Present

Student Software Engineer

College Park, MD

- Develop a mobile application using React Native, JavaScript, and Python to support a veteran healthcare startup
- Build a microservices backend with Flask, PostgreSQL, and AWS for secure, scalable data management
- Design interactive features, allowing users to view nearby service providers through Google Maps integration, check availability, and book appointments through an integrated calendar for improved user experience
- Collaborate in an agile team of 9 to iterate on features, adapt to changes, and ensure cross-functional teamwork

University of Maryland

Jan 2024 – Present

Teaching Assistant, CMSC330 (Programming Languages)

College Park, MD

- Develop and test 7 OCaml/Rust projects, writing 50+ unit tests and documentation for 900+ students
- Streamline releases using GitHub, Docker, and GitHub Actions, improving deployment efficiency
- Collaborate with 39 TAs to grade exams, quizzes, and projects, ensuring consistent feedback
- Hold 5+ weekly office hours, providing 1:1 support on type inference and program correctness

Projects

Game Recommendation System | *Python, NumPy, pandas, scikit-learn, Flask*

Dec 2024

- Developed a Flask-based backend for a game recommendation system, leveraging the Steam API to fetch game data and user preferences
- Experimented with machine learning techniques such as K-Means clustering and cosine similarity to group games based on genres, tags, and metadata

Habit Tracker | *React, TypeScript, Firebase*

🔗 🔄 Aug 2024

- Designed and created a full-stack habit tracker application using Firebase for authentication and Firestore as the database, enabling users to track daily habits with real-time updates and cloud storage
- Developed a responsive front-end with React for user-friendly interfaces for habit creation, tracking, and check-ins
- Employed Firebase's built-in REST APIs for secure operations on habit data management, ensuring seamless synchronization between the client and Firestore

Document Management System | *C, Linux*

Mar 2024

- Developed a robust text-based document management system using SSH clients to connect to university HPC
- Utilized C programming language and Unix commands to implement file and user input functionalities, providing command-based document creation, modification, and commenting

Technical Skills

Programming Languages: Java, JavaScript, Python, C, TypeScript, OCaml, SQL, Rust, R

Technologies: React, Firebase, Excel, Git, JUnit, Linux, Unix, Power BI, MATLAB