Aung (David) Moe

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EDUCATION:

UNIVERSITY OF CALIFORNIA, IRVINE　　　　　　　　　　　　　　　　Sep 2016 - Jun 2018
B.S. in Computer Science with emphasis in Intelligent Systems. GPA: 3.75 / 4.00. Cum Laude.

SAN MATEO COUNTY COMMUNITY COLLEGE DISTRICT　　　　　　　　Sep 2013 - Jun 2016
A.S. in Computer Science, Physics, and Mathematics. GPA: 3.65 / 4.00. Magna Cum Laude.

PROFESSIONAL EXPERIENCE:

KODER - Developers-as-a-Service　　　　　　　　　　　　　　　　Oct 2016 - Aug 2018
Full-Stack Software Developer (20 hr/wk) - C#, ASP.NET Core, T-SQL, Javascript, VueJS, Azure
+ Successfully built out fully functioning web applications as one of the primary backend developers.
+ Designed and developed system designs and core features.
+ Integrated various features such as Facebook SDK, emailing services, JWT authentication, and more.

PLANCHAT - Group Messaging for Trip Planning　　　　　　　　　Jun 2016 - Aug 2016
iOS Developer Intern (32 hr/wk) - Objective-C
+ Built out the UI designs for all the flight itinerary list views.
+ Implemented the feature to checkout flights directly from PlanChat using Skyscanner API's.
+ Made a Tic-Tac-Toe app that plays against a never-losing AI bot on our free time.

SCHOOL ACTIVITIES:

WUMPUS WORLD - AI Project & Competition　　　　　　　　　　　Sep 2017 - Dec 2017
Placed 2nd out of 335 students in a class tournament to make a smart AI bot that aims to find the gold and escape many randomly generated Wumpus Worlds with the best possible score. *AI Developer - Java*

CELL UNIVERSE - Research Project　　　　　　　　　　　　　　　Sep 2017 - Mar 2018
Analyzed similar cell counting and lineage tracking softwares for evaluating the performance of Cell Universe. *Research Assistant - MatLab, Python, C#*

UAVFORGE - UCI UAV Team　　　　　　　　　　　　　　　　　　Sep 2016 - Mar 2017
Collaborated with 20-30 students from various engineering fields to create a self-flying drone and built the database repository as a member of the Ground Station team. *Database Developer - C++*

SIDE PROJECTS:

QUARTO AI - iOS Board Game　　　　　　　　　　　　　　　　　Aug 2016 - Sep 2016
Built the board game Quarto for the iPhone which can be played against another person or an advanced AI bot that never loses. *AI & iOS Developer - Objective-C*

CHURCH WEBSITE - Web Application　　　　　　　　　　　　　　Jul 2017 - Aug 2017
Designed and created a website for a church from scratch using the latest tools available. *Full-Stack Developer - Javascript, NodeJS, MongoDB, RaspberryPi, Materialize*

SKILLS:

PROGRAMMING LANGUAGES
C# (strong), Java (strong), JavaScript (intermediate), SQL (intermediate), C++ (prior experience), Python (prior experience), Objective-C (prior experience), HTML + CSS (intermediate).

TOOLS & FRAMEWORKS
ASP.NET Core (strong), NodeJS/ExpressJS (prior experience), VueJS (prior experience).