

Aung (David) Moe

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OBJECTIVE:

Intermediate Software Engineer with strong backend knowledge seeking for a **full-stack software development** work to produce commercial quality results. Highly motivated and passionate with 5+ years of computer science classes and experience.

EDUCATION:

UNIVERSITY OF CALIFORNIA, IRVINE

2016 - 2018

B.S. in Computer Science with emphasis in Intelligent Systems. GPA: 3.75 / 4.00. 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

Summer 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

Fall 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

2017 - 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

2016 - 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

Summer 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

Summer 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#, Java, JavaScript, C++, SQL, Git, Python, HTML, CSS, Markdown, Objective-C

ARCHITECTURAL DESIGNS & CONCEPTS

ASP.NET Core, REST API, NodeJS, Relational Database, Three-Layered Services, MVC, VueJS