Aung Khant Min

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TECHNICAL SKILLS

Languages Testing

Python, Java, Typescript, C#, SQL, HTML, CSS JUnit, Mocha/Chai

FrameworkDjango, Node.js, Express.js, React

MS SQL, Git

TECHNICAL PROJECTS

01/2022 – 04/2022 **UniLife Project,** Academic ☑

- Built and designed a web interface using Angular that allows users to advertise items and/or form groups on a local MS SQL server
- Translated ER diagrams into a relational model and normalized tables into 3NF and BCNF to reduce redundancy and anomalies
- Used T-SQL to construct the database and HTTP requests to retrieve data and signal changes from the frontend to the backend
- Worked with a team of 3 members by delegating tasks and collaborating through GitHub to complete the project within the 4-month deadline

01/2022 – 03/2022 **Medi Quest,** UBC Game Dev ☑

- Worked with a team of student programmers, artists, and writers to assist in developing a continuing interactive game development on the life of a resident doctor
- Used C# and binary serialization with Unity to save/load the game and character states to and from designated files
- Designed NPCs using the preexisting components (clothing, hair etc.,) in the game to populate the game environment
- Discussed the ideas brought up by the team members and proposed new game functions to enhance the users' gaming experience

07/2021 – 08/2021 **Flashcard Project,** Academic ☑

- Designed using Object-Oriented Principles and developed a GUI that allows the user to create flashcards using Java Swing.
- Implemented serialization with JSON to save/load data to and from a file
- Tested using JUnit to ensure that the robustness of the program

⋒ EDUCATION

09/2019 – present **BSc, Combined Major in Biology and Computer Science,**

Vancouver, University of British Columbia
Canada Expected Graduation: May 2024

08/2018 – 05/2019 **AS, Life Science,** Richard Bland College of William and Mary

Petersburg, USA Transferred after Year 1