Myint Myat Thura

Internship Duration: Mid November - Early March
Bachelor of Advanced Computer Science
Monash University Malaysia, Subang Jaya

MONASH University

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⭘ GitHub Profile

SKILLS

•**Programming Languages**
Python, Java, JavaScript, TypeScript, HTML, CSS, C and C++

PERSONAL PROJECTS

–**Python – Advanced Algorithms and Data Structures**
Creation of Advanced Algorithms to solve complex projects and analyse Time/Space Complexity.

* Implementation of the Trie data structure to create and solve an autocompletion program.
* Implementation of Dijkstra with MinHeap to solve a conditional shortest distance problem using a multiplexable graph approach.
* Created a text-based Pokémon game using purely abstract datatypes such as HashMap, Stacks, Queues, BST, and Heap.
* Knowledge in the study of Algorithmic Time/Space Complexity of advanced algorithms (recursive and iterative).

–**Java – Software Development with regards to SOLID principles**
Development of Complex Software using SOLID principles in a team

* Created a text-based functional replication of the popular RPG game Elden Ring while utilizing a provided game engine.
* Experience in creating UML and Interaction Diagrams for large (12 Week) projects such as the Elden Ring game.

–**JavaScript/Typescript – Functional Reactive Programming using Observables.**
Development of a game using FRP with Pure Functions

* Created a working replicate of the game Asteroids using FRP and Observables using Pure Functions (functional programming paradigms).

–**HTML/CSS - Web Development Project**
Used Vegalite and Javascript to create an interactive webpage.

* Used HTML and Javascript for a research project that displays data using interactive graphs.
* Vegalite Framework to utilize JSON file and format it into readable multi-graph data.

–**Parallel Programming using C/C++**
Evaluation and implementation of complex parallel algorithms in regards to Software and Hardware

* Research Project on parallel computing architectures and evaluation of parallel algorithms which is then presented to scholars and academics at Monash University.
* Understanding of the role of Software and Hardware in regard to Parallel Programming.
* Evaluation of GPU programming and the analysis of the machine architecture used.

PROFICIENT SKILLS AND INTERESTS

Languages: Python, Java, JavaScript, Typescript
Relevent Coursework: Advanced Algorithms and Data Structures, Parallel Programming, Functional Programming Paradigms, Software Development and Maintainance and Game Development.
Areas of Interest: Software Development, Algorithms and Data Structures, Backend Development, Game Development
Soft Skills: Problem Solving, Self-learning, Adaptability

ABOUT ME

–**Final Year Student @** Monash University   *Internship starting date (Mid November - Early March*
I am highly flexible with work hours. Eager to learn the work and fulfil my role in the company.