

ANU BILEGDEMBEREL

FULL STACK DEV | CROSS-PLATFORM APPS & AI-DRIVEN FEATURES

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“Dynamic Full Stack Developer specializing in cross-platform mobile and web applications. Proficient in Flutter, React, Node.js, and PostgreSQL, with expertise in AI-driven features and robust architectures. Committed to delivering innovative, responsive, and engaging user experiences.

SELECTED PROJECTS

Rootin, Front End Developer

Irvine, CA

[GitHub](#)

09/2024 – present

- Developed a Flutter application with BLE protocol integration for IoT sensor communication, achieving 95% notification delivery via Firebase Cloud Messaging.
- Implemented MVVM architecture, reusable components, and multi-language support (EN/KO), ensuring compatibility with iOS 14+ and Android 8+.

Major Match, Full stack Developer

Irvine, CA

[GitHub](#)

11/2024 — present

- I developed a career platform integrating Firebase authentication and PostgreSQL using TypeScript, React, and Express.js.
- Designed a responsive UI with Tailwind CSS and implemented RESTful APIs to deliver a seamless user experience.

KMUGLOBOCAMPUS, Full stack Developer

Irvine, CA

[GitHub](#), [웹사이트 보기](#)

09/2024 — 12/2024

- I developed a portfolio website for KMU Global Campus students using Nuxt.js and TypeScript and implemented 3D particle animations with Three.js.
- I built a management system incorporating Glassmorphism design and motion animations, achieving a 95% performance score and fast loading times.

MakeEat, Full stack Developer

Irvine, CA

[GitHub](#)

10/2024 — 01/2025

- Developed a cross-platform Flutter app with AI recipe generation, completing the iOS cycle in 5 days.
- Implemented MVVM with Provider, reusable widgets, Firebase Auth, Firestore, and OpenAI GPT integration.

RealMo, Backend Developer

Irvine, CA

[GitHub](#)

09/2024 — 12/2024

- Designed a real-time content moderation system with AWS Kinesis and Rekognition, achieving 95% accuracy and 20% fewer false positives.
- Built a cost-effective, low-latency moderation pipeline optimized for peak traffic.

IoT Engineer

Seoul, KR

PID Controlled Beam Balance System

03/2024 — 06/2024

- Built an Arduino-based IoT system with PID control, achieving high-precision ball balancing (score < 5).
- Independently developed the framework, coding, and real-time accuracy optimization.

SKILLS

- HTML5, CSS3
- React.js, Tailwind CSS
- Vue.js, Javascript
- Angular, Flutter
- TypeScript, Three.js
- Node.js, Express.js
- Django, Spring Boot
- Flask, RESTful APIs
- Firebase, PostgreSQL
- dynamoDB, MySQL
- Figma, Canva
- AWS, Docker
- TensorFlow.js, OpenAI
- Scrum, Team Collab

EDUCATION

Software Engineering, B.S

Kookmin University

03/2023 — 03/2027

OTHER ACTIVITIES

Reporter, Kookmin Review

03/2024 – present

Student Council Int.

06/2023 – 09/2024

LANGUAGES

Mongolian(Native)
English(C2)
Korean(TOPIK6)
Chinese(HSK5)