# Htet Naing (Rex)

# **FULL-STACK WEB DEVELOPER**

htetnaing0814@gmail.com| GitHub| LinkedIn| AngelList| Medium| Portfolio| +959443112251 SUMMARY

The developer, who loves mindfulness, has a passion for contributing to the mindful community of Flutter, Laravel, React, and Ruby.

# **SKILLS**

Front-End: JavaScript, React, Redux, Flutter, Livewire, Tailwind CSS, Alpinejs, HTML5

Back-End: Ruby, Rails, MySQL, Laravel

Tools & Methods: Git, GitHub, Netlify, Mobile/Responsive Development, Chrome Dev Tools

**Professional**: Remote Pair-Programming, Teamwork, Mentoring, Meditation

**EXPERIENCE** Remote

# Full Stack Web Development Student & Mentor

May 2022 - Present

• Master intermediate and advanced topics in full-stack development (including React, Rails, Git, and DS&A challenges) and build multiple full-stack projects both independently and via pair programming.

Highlighted Projects (JavaScript and React) - can beautifully be seen in Rex9 Portfolio.

MICROVERSE Remote

# Mentor (Volunteer)

June 2022 - Present

- Mentoring junior web developers, providing technical support through code reviews.
- Proposing improvements to code quality and overall performance.
- Providing tips on how to maintain motivation for longevity in the program.

EDUVALLEY Yangon, Myanmar

#### Founder, CEO, Full-stack developer

April 2019 – Present

- Run eduValley, an online learning platform built and published on my own from scratch using Flutter and Laravel. Now it has over 900 daily active users.
- Earn a profit of over \$3000 even in the first month of launching.

#### **EDUCATION**

MICROVERSE May 2022 - Present

#### Remote Full-Stack Web Development Program, Full Time

- Spending 1300+ hours mastering algorithms, data structures, and full-stack development while simultaneously developing projects with Ruby, Rails, JavaScript, React, and Redux.
- Developing skills in remote pair-programming using GitHub, industry-standard git-flow, and daily standups communicating and collaborating with international remote developers.