Saw Wera Kyaw Kyaw

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EDUCATION

Bucknell University, Lewisburg, PA   *Expected Graduation: May 2025*
Bachelor of Arts in Computer Science | 3.0/4.0 GPA
Relevant Coursework: Software Engineering | Data Structure and Algorithm | Algorithm Design & Analysis | Operating Systems Design | Programming Language | Computing Networks and Security

United World College of South East Asia (Dover), Singapore   *08/2019 - 05/2021*
International Baccalaureate Diploma Programme | 36/45

TECHNICAL SKILLS

Programming Languages - Elixir, Java, Kotin, Javascript, Python, C#, C Programming, PHP
Frameworks & Libraries - Phoenix, Jetpack Compose, Compose Multiplatform, Firebase, HTML, CSS, Tailwind CSS
Tools & Platforms - Google Cloud Platform , PostgreSQL, Vercel, Fly.io, Git, Bash, Adobe Suite, Figma, Unity, Unreal Engine

EXPERIENCE

Augmented Reality (AR) Research Assistant (RA)   *08/2024 - Present*
Bucknell University   *Lewisburg, PA*
- Developed a research prototype to enable amputees to control AR limbs using muscle signals
- Researched **sEMG wristband designs**, analyzed arm muscle composition, and optimized sensor placement
- Collected data using **MyoWave sensors** through conductive fabric electrodes
- Developed a functional prototype, improving signal accuracy and usability over traditional wristbands

Teaching Assistant for Mixed Reality Development Class   *08/2024 - 12/2024*
Bucknell University   *Lewisburg, PA*
- Assisted in delivering high-quality instruction and enhancing student learning in an advanced XR development course
- Provided assistance during lectures and held help sessions throughout the semester
- Guided students through **XR development concepts**, debugging, and project implementation
- Improved student engagement and contributing to a more interactive and supportive learning environment

Technical Software Lead (Engineering Consultant)   *05/2024 - 08/2024*
Pennsylvania Small Business Development Center (SBDC)   *Lewisburg, PA*
- Led a 6-person agile team to build a proof-of-concept for a virtual travel platform
- Collaborated with SBDC clients to align technical and business objectives
- Led **Unity-based development**, overseeing game engine implementation and technical design
- Delivered the prototype and business case within a six-week summer program

PROJECTS

Wildlife Asset Protection – AI Image Recognition   *08/2024 - Present*
Senior Design Project (~200 hours)
- Built an **AI tool** that detect electrical components to help utility workers easily understand what asset they need
- Trained a **YOLOv11 model** on 2,000 images, refining the dataset and optimizing detection accuracy
- Developed a **web interface** that allows users to upload images and view detected electrical components

Verba – AI language learning web app   *05/2024 - 08/2024*
Individual Class Project (~70 hours)
- Developed **AI-driven role-play simulations** using dynamic conversation flows to facilitate real-world language practice
- Built with **Phoenix LiveView**, enabling real-time, interactive scenario-based learning without full-page reloads
- Integrated **Google Text-to-Speech (TTS)** for natural voice synthesis and **Assembly AI Speech-to-Text (STT)** for real-time spoken input processing

Wordle Clone   *01/2024 - 05/2024*
Team Class Project (~60 hours)
- Built using **Kotlin and Jetpack Compose** for a smooth and, interactive experience of the Wordle game
- Implemented the **MVVM design pattern** to structure the app, ensuring a clear separation of concerns between game logic, UI updates, and user interactions
- Integrated **a dictionary-based word validation system**, ensuring guesses are validated and providing the correct feedback (color-coded letters) based on the game's rules

Leadership

International Student Orientation Leader – Led orientation for **100+** incoming international students, organizing events and mentoring newcomers. Provided mentorship to ensure a smooth transition to university life   *08/2023 - 09/2024*

President, Burmese Cultural Organization – Led cultural initiatives to promote Burmese heritage, organizing events and workshops. Managed budgeting and outreach to engage students and foster cultural exchange.   *08/2021 - 01/2024*