

# SAW YE HTET

## Software Engineer

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## ABOUT ME

Software Engineer and IT student experienced in VR development and full-stack engineering. Skilled in Unity, C#, JavaScript, and enhancing 3D user experiences. Passionate about using mixed reality to solve operational challenges.

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## WORK EXPERIENCE

Centre of Excellence in Maritime Safety (CEMS) | 2025 - 2026

### Research Assistant & Software Developer

- Developed a complete Unity VR training app for maritime safety, working independently.
  - Created realistic scenarios by incorporating 3D assets and writing optimized C# scripts.
  - Worked closely with maritime SMEs to ensure accuracy of the operational procedures.
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## PROJECTS

Methanol Bunkering VR Application | CEMS

### VR Developer

- Enhanced a VR methanol bunkering simulation in Unity with a simple, scalable codebase.
- Used haptic gloves by bHaptics and Meta Quest 3 hand-tracking for realistic interactions.
- Optimized 72 FPS on Quest 3 for smooth and extended training sessions.

Ubuntu GNOME Portfolio Website | Personal

### Full-Stack Developer

- Developed an Ubuntu-themed portfolio with draggable windows and a working terminal.
  - Built using HTML5, CSS3, and JavaScript for mobile-friendly and cross-browser use.
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## EDUCATION

Singapore Polytechnic | 2023-2026

### Diploma in Information Technology

Leadership: SEEDs (Student Interest Group)

- Conducted workshops on programming languages and tech talks to share industry trends

Certification: Certificate in IoT (Internet of Things)

- Completed specialized electives in Python programming, sensor interfacing, and 5G/AIoT applications.
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## SKILLS

Languages : JavaScript ES6+, Python 3.x, C#, SQL

Frontend : React, Next.js, Tailwind CSS

Backend : Node.js, Flask, RESTful APIs

Tools : Git, VS Code, Unity, Figma

Specialties : VR Development, Responsive Web Design