

# SAW YE HTET

## Software Engineer

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### ABOUT ME

Aspiring 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 performance 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.
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### SKILLS

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

Frontend : HTML5, CSS3, React, Next.js, Tailwind CSS

Backend : Node.js, Flask, RESTful APIs

Tools : Git, VS Code, Unity, Figma

Specialties : VR Development, Responsive Web Design

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### REFERENCE

Name : Eric LIM

Working Relation : Supervisor

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