

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.

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 detailed C# scripts.
- Worked closely with maritime SMEs to confirm the accuracy of the procedures.

PROJECTS

Methanol Bunkering VR Application | CEMS

VR Developer

- Rebuilt a VR methanol bunkering simulation in Unity with a simple, scalable codebase.
- Used Bhaptics haptic gloves and Meta Quest 3 hand-tracking for realistic interactions.
- Optimized performance for smooth, extended training sessions.

Ubuntu GNOME Portfolio Website | Personal

Full-Stack Developer

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

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.

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

REFERENCE

Name	: Eric LIM (Senior Research Engineer at CEMS)
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