

Thet Naing Soe

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EDUCATION

BSc in Computer Science

Eötvös Loránd University · Budapest · Sep 2022 – July 2025

• Stipendium Hungaricum Scholarship Awardee (2022)

Relevant Coursework

Web Engineering, Operating Systems, Algorithms and Data Structures, Database, Functional Programming, Imperative Programming, Object Oriented Programming, Software Technology, Application of Discrete Models

• Languages: JavaScript, php, HTML, CSS, Java, Python, C#, C, Clean, Ada

PROJECTS

PotatoMap Game | HTML, CSS, JavaScript

<https://github.com/thetnaiso/PotatoMapProject>

- Employed JavaScript, HTML, and CSS to craft a responsive user interface, ensuring an engaging gameplay experience across devices.
- Engineered the "Potato Map Game" with sophisticated JavaScript, harnessing Virtual DOM manipulation and event listeners for dynamic grid systems and real-time interactions.
- Showcased JavaScript expertise by implementing complex game logic and real-time point calculation offering players an immersive and challenging gaming experience.

Pokemon | HTML, CSS, php

<https://github.com/thetnaiso/Pokemon>

- Utilized PHP to develop a Pokemon project facilitating card transactions, focusing on user interaction management including user creation, card management, and login processes.
- Demonstrated backend proficiency by prioritizing robust form validation techniques, ensuring the integrity and security of user inputs during critical interactions, fortifying the system against potential vulnerabilities.
- Implemented advanced PHP functionalities for administrators to create and manage cards, leveraging JSON files for comprehensive data storage. Enhanced user experience by integrating efficient card filtering features, allowing seamless browsing and filtering by card types.

Snake Game | Java, SQL

<https://github.com/thetnaiso/Snake>

- Developed a robust Snake Game application using Java and SQL for score tracking, emphasizing user interaction and visual representation in line with modern software design principles.
- Demonstrated adeptness in Structured Query Language (SQL) by architecting a relational database schema to store and manage highscores data, demonstrating proficiency in database design and management.
- Showcased seamless integration between Java GUI and SQL database functionality, leveraging software engineering techniques to dynamically present highscores within the game interface, thereby fostering a competitive gaming environment.

LayerSimulation | C#

<https://github.com/thetnaiso/LayerSimulation>

- Developed a complex atmospheric simulation in C#, demonstrating a high level of proficiency in object-oriented programming. The project features abstraction, and inheritance to model real-world phenomena.
- Integrated a Dynamic Link Library (DLL) for efficient data handling and processing, exemplifying skills in using external libraries and advanced C# functionalities to enhance application performance.
- Engineered sophisticated algorithms for simulating environmental interactions, utilizing C# to analyze data. The simulation involves complex logic for altering atmospheric layers and gas properties, demonstrating my ability to handle intricate programming challenges.

EXPERIENCE

Freelance Math Tutor

Self-Employed

March 2018 – Present

- Tutored 30+ high school students in advanced mathematics, including probability, trigonometry, calculus, matrices, and functions, fostering deeper understanding and proficiency.
 - Developed tailored lesson plans and teaching strategies for individual learning styles and facilitating effective comprehension.
 - Received consistent positive feedback, highlighting the efficacy of personalized instruction and notable improvements in mathematical comprehension and problem-solving skills.
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