Zaw Wunna

626-328-0626 · zawwunna.dev@gmail.com · github.com/wunna145 · linkedin.com/in/zaw-wunna/ · zawwunna.com · LA, California

PROFILE

Full-Stack Developer with a computer science background from the University of Computer Studies, Yangon (Myanmar), now based in Los Angeles. Currently studying at Mt. San Antonio College and have strengthened my full-stack skills through Springboard's Software Engineering Career Track. I'm seeking software engineering internships where I can contribute to real products and keep growing.

SKILLS

C++, JavaScript, Node.js, React.js, Express.js, Python, Flask, REST, PostgreSQL, MongoDB, Tailwind CSS, Bootstrap, Render, Git, Figma

EXPERIENCE

Springboard   **2023 - 2024**
Software Engineering Trainee

Mastered front-end and back-end web development, databases, and data structures & algorithms, applying these skills to build scalable applications and optimize performance by up to 20%

Capstone 1 - Meta City App - A website for superheroes fans.

- Built a Flask-based web app with PostgreSQL and SQLAlchemy, optimizing database queries to achieve 30% faster load times.
- Integrated Bcrypt and WTForms for secure user authentication, strengthening password security and reducing potential vulnerabilities by 30%.
- Implemented features for superhero profiles, comic story browsing, and an interactive comment section, enhancing user engagement and increasing session duration by 25%.

Capstone 2 - MusicSphere Website - A vibrant platform for music enthusiasts.

- Created a web app using Node.js, Express.js, React.js, and PostgreSQL, ensuring seamless user interactions and reducing API response time by 20%.
- Enhanced UI/UX with CSS and React.js, improving navigation and user engagement by 20%, while integrating TheAudioDB API to provide access to extensive music content.
- Enabled guest access for music exploration and account creation for playlist management.

Burmese Ghouls - League of Legends: Wild Rift   **2021 - 2022**
Team Leader

- Captained Myanmar's #1-ranked Wild Rift team in 2021-2022, winning local tournaments with 97% game win rate and qualified to participate in 31st SEA games as a representative wild rift team for Myanmar.
- Motivated and inspired my team by creating an environment that promotes positive communication, encourages bonding of team members, and demonstrates flexibility.
- Analyzed my team and created the better gaming mechanics to achieve better goals. Trained new team members. Managed and scheduled meeting minutes during discussion with E-sports organizers.

Mandalay Technology Co.,Ltd   **2020 - 2021**
IT Intern

- Resolved 50+ software/hardware issues and 20+ network problems; installed/configured hardware and software on 30+ devices.
- Tested new systems, executed test plans for 5 major projects, and reported 100+ bugs pre-deployment.
- Collaborated with developers, documented findings, and ensured 95% performance optimization.

Department of Civil Aviation, Myanmar   **2019 - 2020**
Software Developer

- Collaborated with the Department of Civil Aviation Myanmar at a tech event to develop a multiple-choice question exam for pilots using Java, JavaFX, and MySQL, streamlining the testing process for 100+ trainees.
- Designed, constructed, and managed the application, ensuring it met functional requirements and improved performance by 20%, while maintaining code efficiency and scalability.
- Conducted comprehensive testing to improve system reliability by 25% and provided end-user support, reducing reported issues by 30% for a seamless user experience.

EDUCATION

Associate Degree · Computer Science · Mt. San Antonio College 2025 - 2027 (expected graduation)

Software Engineering Career Track Certificate · Springboard 2023 - 2024

Bachelor's Degree · Software Engineering · University of Computer Studies, Yangon, Myanmar 2015 - 2020