

Arkar Min Tun

Software Engineer

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PROFILE

Arkar Min Tun's enthusiasm, motivation, and dedication always encourage him to improve himself. His ability to learn and adapt fast always amazes colleagues. His inspiration to become a better software engineer and team player will help your organization grow more quickly and better. Moreover, he is the lead organizer of Google Developer Groups Yangon and Flutter Yangon.

PROFESSIONAL EXPERIENCE

Homage, Software Engineer

May 2023 – Present | Singapore

- Developed and maintained mobile applications using React Native, Android, and iOS.
- Worked with a team of developers and designers to create user-friendly and engaging applications.
- Worked on an agile team that used Scrum and CI/CD to develop software products.
- Participated in daily stand-ups and sprint retrospectives to improve the agile process.
- Migrated native implementations into React Native.
- Optimized applications for performance and battery life.
- Tested applications and fixed bugs.
- Projects: Care Owner App, Care Pro App

Pickles Auctions, Software Engineer

Mar 2022 – May 2023 | Malaysia

- Developed and maintained fullstack applications using Next.js, React Native, Redux, Redux-Toolkit, Redux-Saga, Express.js, Node.js, Strapi, Styled Component, Material-UI, ECS, EC2, IAM, Lambda, RDS, Cloudwatch, S3, Terraform, and SQL.
- Worked with a team of developers and designers to create user-friendly and engaging applications.
- Worked on an agile team that used Scrum and CI/CD to develop software products.
- Participated in daily stand-ups and sprint retrospectives to improve the agile process.
- Improved real-time auctioning features using socket.io.
- Optimized applications for performance and scalability.
- Tested applications using Jest, Mocha, and fixed bugs.
- Projects: Pickles Auction App, Pickles Auction Web App

Scopic Software, Software Engineer

Dec 2020 – Mar 2022 | Remote

- Developed, and delivered multiple projects using React, React Native, Redux, Redux-Toolkit, Redux-Saga, Expo, Material-UI, Tailwindcss, Kotlin, Java, Flutter, etc.
- Worked with a team of developers and designers to create user-friendly and engaging applications.
- Worked on an agile team that used Scrum to develop software products.
- Participated in daily stand-ups and sprint retrospectives to improve the agile process.
- Optimized applications for performance and scalability.
- Tested applications using Jest, Mocha, and fixed bugs.
- Projects: Petrachor, Pro Pics, Mind Lightz, Accel

360ed, Software Engineer (Unity, Android)

Dec 2017 – Jul 2020 | Myanmar

- Analyzed and implemented business requirements into functional features
- Developed and maintained augmented reality (AR) applications for mobile devices using Unity, Java and Kotlin
- Worked with a team of engineers and designers to create innovative and user-friendly AR experiences.
- Implemented AR features, such as tracking, occlusion, and object recognition.
- Implemented features such as networking, data storage, and user authentication.
- Optimized applications for performance and battery life.
- Tested applications and fixed bugs.
- Projects: Dat Thin Pone Chemistry (Android), Dat Thin Pone Biology (Android), Dat Thin Pone Physics (Android), Grade One English (Unity), Electric Circuit (Unity), BayKin (Unity)

LANGUAGES

Burmese



English



EDUCATION

Bachelor's Degree (Hons) - Nautical Science,
Myanmar Maritime University

2011 – 2016 | Yangon, Myanmar

Diploma in Informtaion Technology,
Yangon University of Distance Education

2011 – 2012 | Yangon, Myanmar

Bachelor's Degree - Computer Science, University of the People

Present | Online

SKILLS

React

Next.js, Redux, Redux-Toolkit

Mobile Development

React Native, Android (Kotlin), iOS (Swift), Flutter

Backend Development

Nest.js, Express.js, RESTful, GraphQL

Databases

SQL, PostgreSQL, MongoDB, Firebase

DevOps

CI/CD, Docker, Terraform

Problem Solving, Self-Study

CERTIFICATES

Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning

AWS Cloud Practitioner Essentials | AWS Technical Essentials | Exploring GraphQL

Graph Developer - Associate | Developing Cloud Native Applications | Introduction to Cloud Computing

Introduction to Mobile Development | Introduction to Web Development with HTML, CSS, JavaScript

INTERESTS

Basketball, Watching Animes, Reading, Organizing Tech Events