

# Kaung Sithu (Erik) Hein

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## WORK EXPERIENCE

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### Graph Academy

May 2024 – Present

*Software Development Engineer Intern*

*Cupertino, CA*

- Initially developed an AI-Driven Dating App using **TypeScript**, **Next.js** and **Supabase**, later transitioning to **Flutter** for cross-platform development, improving performance and compatibility.
- Implemented engaging front-end animations and responsive bubble elements using **Physics engines**.
- Created a **mascot motion graphic** using **Rive**, which became a key part of the product's identity. It enhances the visual appeal and overall user experience, leading to a 20% boost in user retention.
- Developed and implemented **innovative** front-end page layouts using Flutter widgets, creating a unique user experience that **differentiated** the app in a crowded market and contributed to increased user engagement.

### Bridge Burma

Aug 2023 – Present

*Software Engineer & UI/UX Designer*

*Remote*

- Led the design and development of a **proofreading submission website** from concept to implementation.
- Created an intuitive and efficient UI design, receiving **95%** positive feedback from international users.
- Collaborated on **full-stack** feature integration, enhancing platform functionality by implementing real-time proofreading submission and review features using **Next.js**, **Prisma**, **Supabase**, and modern web libraries.

## PROJECTS

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### Zen Board: AI Scheduler - (<https://zenboardai.vercel.app/>)

Sep 2024

- Engineered an AI-powered scheduler using **Next.js** and **Supabase**, focusing on enhancing user productivity.
- Integrated a **generative AI** to generate optimized schedules, aiming to increase user engagement.
- Implemented seamless **Google calendar integration**, automating task creation to reduce manual input.

### Type In Zen - (<https://typeinzen.vercel.app/>)

Apr 2024

- Developed a relaxing **React-based typing game** with an AI-generative immersive **storytelling** approach.
- Received **93%** positive user feedback on the intuitive and engaging design of the application.
- Implemented **custom animations** to provide a smooth user experience that improves typing accuracy in a relaxing, story-driven environment.

### Recipe Genius - (<https://github.com/erik-ksth/CS151-RecipeGenius>)

Nov 2023

- Led a team of 3 to develop a **Java** app that **generates recipe suggestions** based on available ingredients.
- Implemented object-oriented programming principles to create a scalable and maintainable codebase.
- Integrated an **external recipe API** to expand the database and improve suggestion accuracy by 30%.

### Study Buddy - (<https://study-buddy.vercel.app/>)

Oct 2021

- Designed and developed a **productivity web application** to enhance student study habits.
- Implemented key features including a Pomodoro timer, and music player using **HTML**, **CSS**, **JavaScript**.
- Achieved **99%** user satisfaction on both UI and UX, consistently receiving positive feedback over the years.

## EDUCATION

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### San José State University

May 2025

*Bachelor of Science, Computer Science*

*San José, CA*

- **Courses:** Data Structures and Algorithms, OOP, Object-Oriented Design, Database Management System, Information Security, Intro to Machine Learning, Intro to Computer Vision, Mobile Device Development

## SKILLS & INTERESTS

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- **Skills:** Java, C++, Python, Flutter, JavaScript, TypeScript, HTML, CSS, React, Node.js, Next.js, SQL, Supabase, Tailwind, JavaFX, Arduino, Scikit-learn, Tensor Flow, Figma, Adobe XD, Rive, Git, Matter.js
- **Interests:** Graphic design, videography, photography, traveling, movies: (Interstellar, Friends), decoration