



Nan Su Yee Yee Htike

Junior Software Engineer



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 github.com/Claretlily

Detail-oriented Junior Software Engineer and Stamford International University graduate (GPA 3.97). I'm passionate about building cross-platform mobile applications with Flutter and working with RESTful APIs using Python, Dart, and SQL. I enjoy turning ideas into reliable, well-structured solutions and have experience implementing secure API management and collaborating with teams using Git. I'm fully committed to my work, always eager to learn, and motivated to take on new challenges while continuously growing as a developer and contributing to meaningful projects.

Skills

Programming Languages

Python, Kotlin, PHP, Dart

Back-end & Data

SQL, MySQL, API integration, Unit Testing

Tools

Git, Github

Front-end

Flutter, HTML, CSS

Experience

Freshwater and Community Conservation Extern

Feb 2026 – Apr 2026

Extern 

Bangkok, Thailand

- Conducted research on groundwater depletion and land subsidence in Bangkok using survey and secondary data
- Designed and analyzed survey data to identify gaps in freshwater awareness among youth
- Developed a data-driven StoryMap using ArcGIS to visualize environmental insights and research findings
- Applied data analysis techniques including data cleaning, coding, and basic statistical analysis

Software Engineering Intern

Mar 2025 – May 2025

Marlo Group 

Bangkok, Thailand

- Developed a command-line weather application using Python and RESTful APIs to fetch and display real-time global weather data

- Implemented secure API key management using environment variables (.env) and ensured reliable performance through input validation and error handling
- Collaborated in an Agile team environment, participating in weekly meetings and using Git/GitHub for version control and code reviews

Projects

The NightShift

- Engineered a 2D simulation using Object-Oriented architecture and the Flame engine to manage complex character interactions.
- Developed a player movement system with enum-based state management for seamless animation transitions.
- Optimized real-time game loops and collision detection, ensuring high performance in interactive environments.

HexBin

- Built a data processing tool supporting Binary, Hex, ASCII, and Base64 with a modular logic layer for high maintainability.
- Implemented strict input validation and edge-case handling to guarantee data accuracy across various formats.
- Designed reusable modules to transform and validate domain-specific research and field data.

FetchFresh Application (Concept & UI/UX design)

- Initiated a marketplace concept connecting users with local farmers selling organic vegetables
- Designed to promote sustainable consumption and support low-income farmers
- Collaborated on user flows, wireframes, and UI design using Figma
- Contributed to system structure and data flow planning

Education

Bachelor of Science in Information Technology

Stamford International University 

- GPA : 3.97

Nov 2022 – Dec 2025

Bangkok, Thailand

Higher National Diploma (HND) in Computing (Software Engineering)

Edinburgh Napier University 

Jul 2019 – Sep 2022

Yangon, Myanmar

CS50x: CS50's Introduction to Computer Science (Certificate)

HarvardX 

Mar 2026

Languages

English
(Proficient)



Chinese
(Conversational)



Burmese
(Native)



Thai
(Basic)

