

SAW YE HTET

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PROFESSIONAL SUMMARY

Software engineer and IT diploma graduate based in Singapore, with hands-on experience shipping immersive training on Meta Quest and building C# interaction systems used in live research sessions. Seeking a junior software developer role; available immediately (S Pass sponsorship required).

EDUCATION

Singapore Polytechnic

Singapore

Diploma in Information Technology

March 2023 – May 2026

Relevant Coursework: Software Development, Databases (SQL), Networking, Linux.

SKILLS

Languages: C#, Python, TypeScript, JavaScript, SQL, Java

VR / 3D: Unity, XR Interaction Toolkit, OpenXR, Meta Quest, Hand Tracking, HMD Build & Deploy

Tools & Frameworks: React, Vite, pytest, Linux CLI, Postman

Version Control: Git, GitHub, Unity Version Control

PROJECTS

Methanol Bunkering Safety VR Training | Unity, C#, XR Interaction Toolkit, OpenXR, Meta Quest 2025 – 2026

- Built interactive VR training scenarios for maritime emergency response and clean fuel (methanol bunkering) handling research at the Centre of Excellence in Maritime Safety, deployed on commercial HMDs.

Jewelry Shop Robbery – Meta Quest VR Game | Unity, C#, Hand Tracking 2025

- Built a VR heist game using bare-hand tracking instead of controllers, with gesture-based grab and interact mechanics.
- Tuned interaction feel for hand tracking (affordances, scene layout) and shipped Quest-ready Unity builds.

Tokey – Open-Source CLI | Python, pytest, MIT License 2026

- Published a real-time per-prompt token cost tracker for Claude Code with 70+ unit tests

Portfolio & Blog – www.sawyehtet.com | React 19, TypeScript, Vite 2025 – Present

- Personal site documenting VR projects and development notes, maintained alongside diploma studies.

EXPERIENCE

Unity VR Developer, Research Assistant

Singapore

Centre of Excellence in Maritime Safety (CEMS)

April 2025 – February 2026

- Primary Unity VR developer for maritime safety research: designed, built, and maintained training scenarios used in live lab sessions on commercial HMDs over 11 months.
- Implemented C# systems for locomotion, grab/interact, and multi-step scenario flow used by researchers and trainees.
- Integrated XR Interaction Toolkit and OpenXR-compatible input, keeping controller and headset behaviour stable across demo days.
- Wrote setup guides and known-issue notes so centre staff could reproduce demos independently.

CERTIFICATIONS

- AI Ethics & Governance (Associate)
- Microsoft AI-200 Azure AI Cloud Developer Associate (in progress)