

Contact

Github

<https://github.com/InzaliKyaw>

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Address

Werribee, Melbourne, Victoria

Education

2022 - 2024

Master of Information Technology

Monash University

Melbourne, Victoria, Australia

2014 - 2019

Bachelor of Software Engineering

University of Information Technology

Yangon, Myanmar

Expertise

- Data structures and algorithms
- Object-Oriented Programming
- Agile development methodologies
- Issue Tracking
- Java, C#, Kotlin .Net, Python
- Git, Github, GitKraken
- Software Testing and Validation
- Teamwork and Collaboration
- HTML, CSS, JavaScript
- UI/UX
- Problem-Solving
- Technology Integration
- Programming
- Product Development
- Version control systems
- Project Oversight
- Performance Optimisation
- Code Review
- Android SDK, XML
- JetPack, Animation
- Jetpack Compose
- Jira, Confluence, LeanKit
- Debugging
- TDD, BDD

Inzali Kyaw @ Zoey

Mobile Application Developer

Experienced Mobile Developer with 4+ years of experience. Developed and maintained mobile applications, building new applications from scratch and adding new features to existing applications. Dedicated to maintainable, effective solutions to modern development problems.

Experience

2025 May - Present

Agtrix Co.,Ltd | Brisbane, Australia.

Mobile Developer

- Developed mobile applications in the agricultural logistics using Kotlin Multiplatform (KMP) for shared modules and native Android (Kotlin/Jetpack), iOS(Swift) for platform-specific features.
- Applied Clean Architecture and MVVM to deliver scalable, maintainable, and testable solutions. Integrated and customized Mapbox SDKs (Maps, Navigation), including offline route handling, turn-by-turn navigation, and connectivity-aware workflows.
- Built offline-first features with persistent storage, synchronization strategies, and reliable performance in low-connectivity environments.
- Implemented CI/CD pipelines in Azure DevOps, automating build, test, and deployment workflows to improve release efficiency.
- Optimized UI/UX responsiveness, memory usage, and performance across a wide range of Android devices.
- Collaborated with cross-functional teams, contributing to technical discussions, code reviews, and best-practice adoption.

2020 JUNE - APRIL 2022

FYI Myanmar Co.,Ltd | Yangon, Myanmar.

Android Developer

- Led the end-to-end development of a football betting and lottery Android application, from concept to deployment, using Jetpack Compose and Clean Architecture (MVVM) to ensure scalable, maintainable code.
- Integrated Firebase Cloud Firestore for real-time updates in match watching, Room Database for structured local storage, and SharedPreferences for session management.
- Used Kotlin, Coroutines, Flow, RxJava, LiveData, ViewModel, and Data Binding to build responsive, high-performance user interfaces.
- Applied Dependency Injection with Dagger and Hilt to support modular architecture and increase testability.
- Developed comprehensive testing coverage using Unit Testing, JUnit, UI Testing, TDD, and BDD, reducing regression and improving release quality.
- Optimised app performance across a range of Android devices, improving memory usage and reducing crash rates.
- Led technical discussions, solved complex issues, and continuously delivered value through initiative and collaboration.
- Recognised with a promotion for delivering a high-impact, successful application and demonstrating consistent proactivity.

2019 OCT - MAY 2020

Code2Lab | Yangon, Myanmar.

Android Developer

- Implemented new features into existing applications as requested by stakeholders with MVVM architecture
- Restructure old code to MVVM for better performance and maintenance.
- Familiarity with RESTful APIs to connect Android applications to back-end services
- Created UI and UX designs for Android applications, including layout design and graphic assets.
- Collaborated with other developers to create a unified codebase for the application.
- Assisted with creating documentation for software projects, including user manuals and release notes.
- Worked with Android SDK, REST and JSON, third-party libraries and APIs
- Utilise the full mobile development life cycle.
- Experience test driven development (TDD) and code review practice with peers.
- Android lifecycles, LiveData & Kotlin
- Firebase and all tools included such as analytics, Crashlytics, Firestore, Remote configuration, cloud-messaging, in-app-messaging.

Certificates

INFORMATION TECHNOLOGY
PASSPORT (IT PASSPORT)

DATABASE ADMINISTRATION
COURSE
Gusto Institue

SOFTWARE SOLUTION WITH
JAVA
Gusto Institue

Languages

English - Proficient

Myanmar - Native Speaker

French - Beginner

2019 JUNE - SEP 2019

Get All Myanmar Co.,Ltd I Yangon, Myanmar.

Andriod Developer (Internship)

- Implemented user interfaces, activities, and services for mobile devices.
- Tested Android application on multiple versions of the platform to ensure compatibility.
- Analyzed customer feedback to identify areas of improvement in existing apps.
- Resolved bugs reported by users during testing phase.

Capstone project - Award Winner

Monash University(Australia)

- Industry Experience Award-Winning project.
- Our project, developed in three iterations, has been a testament to the effectiveness of Agile methodology, using tools such as LeanKit, JIRA, BitBucket, Confluence, etc.The design was user-centred based on User Stories, User journeys and turning pain points to gain points. The proper documentation such as Acceptance criteria and maintainance plan. The product includes Data visualisation, Web Development, UI/UX design, and the image recognition AI model.

Personal projects

Listener Application (Android - Kotlin)

- <https://github.com/InzaliKyaw/PodCastApp>
- I engineered code consuming RestAPI and stored it in the persistence layer. Then, I structured it with MVP. The music player is played thanks to the Exo player(a third-party library).

Movie Application (Android -Kotlin)

- <https://github.com/InzaliKyaw/MovieWatch>
- I engineered code consuming RestAPI and stored it in the persistence layer. Then, I structured it with MVP. The music player is played thanks to the Exo player(a third-party library).

Play Books Remake (Flutter)

- https://github.com/InzaliKyaw/gbook_remake/tree/staging
- Overview: GBook Remake is a dynamic application inspired by Google Playbook, designed to provide an intuitive and seamless reading experience.
- **Technology Stack:**
- **State Management:** Utilizing BLoC and Provider for efficient state handling.
- **Framework & Language:** Built with Flutter and Dart for robust and scalable app development.
- **Development Tools:** Leveraging Android Studio for comprehensive development and debugging.
- **Database:** Employing Shared Preferences and Hive for persistent data storage and CRUD operations.
- **API Integration:** Utilizing third-party APIs for extended functionality and enriched user experience.