



# YE MYO AUNG

Email: [yemyoaung.dev@gmail.com](mailto:yemyoaung.dev@gmail.com)

Github: <https://github.com/yemyoaung>

## SUMMARY

---

Experienced and versatile technology leader with a strong background in backend, mobile, and software architecture development. With over 6 years of hands-on experience, I've held key roles including CTO, Tech Lead, and Senior Backend Developer, specializing in scalable backend architecture, microservices (gRPC, Docker), and multi-language development (Golang, Dart, JavaScript, PHP, Python, Java, Objective-C).

I have successfully led cross-functional teams and launched impactful products in logistics, e-commerce, and fintech. Known for delivering high-performance, thread-safe, and memory-efficient systems, I bring a deep understanding of modern software development practices and a passion for innovation. I thrive in fast-paced environments and am driven by the goal of using technology to create meaningful business value and better user experiences.

## WORK EXPERIENCE

---

### KLINK.CLOUD SINGAPORE

May 2024 - Present

- Spearheaded the development of robust backend services using Golang, applying clean architecture principles and scalable microservice design.
- Rewrote the Authorizer Service, reducing memory consumption from 9GB to just 6MB, achieving a 99.9% memory optimization through deep performance profiling and restructuring in Golang.
- Fixed a severe memory leak issue in Node.js, reducing usage from 12GB to 1GB, significantly improving application stability in production.
- Designed a thread-safe, concurrent database switching system in Node.js (TypeScript), ensuring safe and efficient multi-tenant request routing.
- Built an intelligent Document Processing pipeline, combining OCR tools with OpenAI-powered NLP agents to extract, interpret, and classify business documents.
- Integrated an internal AI WebChat Agent, enabling real-time customer interaction, powered by LLM tokens with custom prompt engineering and session memory context.
- Developed a high-performance Queue System using Redis and Kafka for decoupled and fault-tolerant asynchronous task processing.
- Delivered a secure, developer-ready API Gateway, supporting token-based access control, rate-limiting, and granular permissions for third-party integrations.
- Built and maintained an advanced Webhook system with HMAC signature validation, delivery retries, failure tracking, and admin monitoring.
- Implemented a visual Workflow Engine to define, trigger, and track step-based business processes dynamically across microservices.
- Architected a Messaging Gateway with a sequence service to guarantee message ordering and delivery integrity, ensuring reliable event processing under high concurrency.
- Identified architectural flaws in the company's existing messaging system and led a rebuild of the messaging functionality using an event-driven architecture, significantly improving scalability, resilience, and maintainability.

### Beyond Limits Technology

Sep 2022 - April 2024

- Directed the company's overall technical strategy and system architecture, driving core solutions across e-commerce, logistics, and social commerce domains.
- Led the architecture and end-to-end development of multiple large-scale Flutter applications, including multi-role commerce platforms and logistics driver apps, deployed across iOS, Android, and Web using a hybrid Flutter + native/WebView model for efficient cross-platform delivery.

- Conducted in-depth performance profiling and memory leak debugging using tools such as Flutter DevTools, Timeline, and Dart Observatory to resolve complex rendering and animation jank, significantly enhancing user experience.
- Designed and implemented a responsive UI framework to support complex, dynamic layouts, ensuring smooth performance under high UI loads (e.g., nested scroll views, real-time data binding).
- Built and maintained a modular architecture with lazy loading, improving build time, module testing efficiency, and hot reload performance.
- Integrated video/live streaming features through Platform Channels and third-party SDKs (e.g., WebRTC), enabling seamless interaction between Flutter and native components to support multimedia use cases.
- Led migration efforts for Flutter-native hybrid applications, embedding Flutter into existing native Android/iOS modules and enabling efficient state and data synchronization.
- Defined and enforced code review processes and CI/CD pipelines (using GitHub Actions) to ensure code quality and streamlined delivery workflows.
- Mentored senior developers and organized internal technical training to elevate Flutter codebase quality and strengthen team independence.

## **YEC Company**

**Jan 2020 - Oct 2023**

- Led the architectural refactoring and complete rewrite of critical applications including Toe Tet and Dreamlab, achieving over 20% performance improvement through codebase optimization, modularization, and service-level decoupling.
- Designed and developed new scalable applications such as Akyanpay (fintech payment system) and Aura Online Shop, implementing modern software architecture with GraphQL Gateway, gRPC microservices, and event-driven communication models.
- Oversaw full-stack development workflows, from database schema design to mobile app deployment, ensuring cross-platform consistency and high code maintainability.
- Introduced CI/CD pipelines and Git-based branching workflows, enabling agile iteration, automated testing, and continuous delivery across all products.
- Mentored and managed a team of developers, conducting regular code reviews, architecture walkthroughs, and pair programming sessions to promote clean code practices.
- Cultivated a culture of innovation by encouraging exploration of emerging technologies such as Flutter for cross-platform apps, Redis for caching, and Dockerized deployment for containerized services.
- Collaborated with product managers and stakeholders to translate business requirements into technical solutions, ensuring timely delivery and alignment with customer needs.

## **Thar Thar Myanmar**

**Sep 2018 - Dec 2019**

- Designed and developed multiple enterprise management systems, including sales, inventory, and human resources modules, driving digital transformation and significantly improving internal operational efficiency.
- Built configurable role-based access control systems and dynamic reporting dashboards to enable multi-department data access and real-time performance tracking.
- Collaborated closely with stakeholders from sales, HR, and finance to deeply understand business workflows and deliver tailored solutions that reduced manual processes and error rates.
- Implemented a modular PHP architecture, improving code maintainability, scalability, and long-term system sustainability.
- Authored comprehensive technical documentation and user manuals, enabling fast onboarding for internal teams and increasing system adoption across departments.

## ADDITIONAL INFORMATION

---

- **End-to-End Product Experience:** Familiar with the entire software development lifecycle—from client requirement gathering to system design, development, deployment, and post-launch support.
- **Cross-Platform Development:** Extensive hands-on experience with Flutter, including hybrid integration with native platforms (Android/iOS/Web) and advanced UI/UX performance tuning.
- **Open-minded & Adaptive:** Comfortable with fast-paced environments, capable of switching between hands-on coding, architecture decisions, and product/engineering leadership as needed.
- **System Optimization:** Demonstrated success in large-scale performance tuning, memory optimization, and concurrent architecture design for high-load environments.
- **Streaming & Multimedia Integration:** Practical experience embedding live-streaming and video components into Flutter applications via platform channels and third-party SDKs.
- **Tech:** Passionate about emerging technologies including AI agents, microservices, and developer tools. Frequently lead internal workshops and knowledge sharing sessions.
- **Language & Communication:** English, Burmese, and Chinese