



BUNYOUNG HEAN

GRAPHIC DESIGNER

CONTACT

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EDUCATION

2024 - 2025

ASSOCIATE DEGREE 2024 - 2025

Pursuing an Associate Degree in
Information Technology.

2022 - 2023

HIGH SCHOOL 2022 - 2023

Successfully passed the national
exam and obtained a High School
Diploma.

LANGUAGES

- English: Pre-intermediate
- Khmer: Native

HARD SKILLS

- HTML
- MySQL
- Node.js
- Figma
- Canva
- Git , PHP
- CSS , SASS
- JavaScript
- Photoshop , CapCut
- OOP (TypeScript)

PROFILE

My name is Bunyoung HEAN. I'm a second-year Web Programming student at Passerelles Numériques Cambodia, pursuing an Associate Degree. I was born on January 10, 2002 in Ratanakkiri Province, Cambodia. I have skills in PHP, MySQL, Node.js, JavaScript, HTML, CSS, Figma, Bootstrap, and TypeScript (OOP).

WORK EXPERIENCE

Internship

September 1st - December 31st, 2025

System Network , Graphic design, Digital Marketing & Sale engineer

- System Network: Supported network setup, maintenance, troubleshooting and testing system.
- Graphic design: Designed digital campaigns and social media visuals.
- Digital Marketing: Executed online marketing campaigns and ensured brand consistency.
- Sale engineer: Provided technical support and product demonstrations to customers and clients for solutions.

Work on POS System

March 10th - April 30th, 2025

Virtual Company One

- Position: QA tester - Web Development Project (VC1)
- Technologies Used: HTML, CSS, SASS, Bootstrap, and Chart.js to build a user-friendly interface.
- Designed UI/UX using Figma.
- Sectioned: Back-end & QA Performed testing to ensure accuracy and reliability.
- Performed functional and regression testing to identify bugs, verify features

Quiz-App

January 13th - 25th, 2025

JavaScript Project

- Position: UX/UI Design and QA tester
- Technologies Used: GitHub for version control, front-end development with HTML, CSS, and SASS.
- Designed UI/UX using Figma.
- QA tester using Manual Testing.
- QA: Conducted QA testing to ensure accuracy and functionality.

Windows System Management tool

Algorithm Project

November 18th - 28th, 2024

- Version Control: GitHub.
- Role: Back-end & QA Performed testing to ensure accuracy and reliability.
- Monitored and extracted user Wi-Fi data using a Python-based algorithm to enhance network analysis and functionality.

- Leadership
- Creativity
- Critical thinking
- Communication
- Problem solving
- Time management
- Teamwork & Collaboration
- Presentation & Public Speaking

- Watching the new technology
- Building personal project
- Reading tech articles or books
- Learning new programming languages
- Expanding knowledge in QA testing and UI/UX design

- Learning about graphic design UI/UX trends
- Learning about QA tester skill
- Working on collaborative team projects
- Exploring new technologies and tools to enhance technical skills
- Designing social media content and marketing materials

Web Design Project October 21rd - November 5th, 2024

- Technologies Used: GitHub for version control, front-end development with HTML, CSS, and SASS.
- Designed UI/UX using Figma.
- Collaborated with team members to create a user-friendly layout and improve overall design.

- Dates: January 18 and 25, 2025
- Facilitator: Felix Leuker (Senior Digital Project Manager)
- Session 1: Introduction to the Product Owner role-responsibilities, tasks, and project impact.
- Session 2: Hands-on practice in gathering requirements, writing user stories, and using Jira.

- Dates: February 7 and March 14, 2025
- Facilitator: PJ (UX/UI Designer, Sourceamax Asia Co., Ltd)
- Session 1: Translate project requirements into prototypes, mockups, or wireframes.
- Session 2: Apply design logic with hands-on experience in a mini project.

- Dates: March 17, 2025
- Facilitator: SOPHY SAEUY (QA tester, ADITI CO., LTD.)
- Understanding and analyzing project requirements
- Translating requirements into testable prototypes, mockups, or wireframes for validation
- Identifying gaps, ambiguities, and usability issues early in the development process
- Understanding the process of Manual Testing

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