

SOUTHIDEJ OUDANONH

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Education

Université de Montréal

Sept 2020 - Dec 2023

Bachelor of Computer Science

- **Courses:** Software Engineering, Web Development, UI/UX Design, Databases, OOP, Algorithms, Data Structures, Machine Learning, Data Science, Cybersecurity, OS, Calculus

Skills

Languages:	Python, HTML5, CSS, TypeScript, JavaScript, SASS, Java, PHP, jQuery, C++, C#
Frameworks DBs:	FastAPI, React, Tailwind CSS, Bootstrap, MongoDB, PostgreSQL, MySQL
Technologies:	Bash, Git, Unix, VS Code, Docker, Render

Projects

Café sans-fil | FastAPI, React, MongoDB, Tailwind CSS, Render, CI/CD

Sept 2023 – Present

[GitHub](#) [Website](#)

- Conducted detailed analysis of user needs and technical specifications for project requirements
- Designed and implemented a NoSQL DB tailored for order and management of UdeM student cafés.
- Developed a REST API, enabling reliable and fast data transactions between server and web application.
- Developed a sales reporting feature to analyze and highlight top-selling and least-selling items.
- Implemented user authentication and security protocols, ensuring data integrity and application safety.
- Implemented comprehensive testing using Pytest, covering 82 scenarios to ensure API robustness.
- Ensured test coverage with script-generated realistic data, reflecting a variety of user scenarios.
- Assisted in frontend development, enhancing UI/UX with React and Tailwind CSS for responsive design.
- Collaborated in a two-person team, focusing on backend development with a counterpart handling frontend, under agile supervision.

Microbrewery | HTML5, CSS, JS, Bootstrap, jQuery, PHP, AJAX, MySQL

April 2022

- Developed a web application to manage and display an extensive directory of microbreweries.
- Developed a PHP-based REST API for streamlined data communication.
- Implemented efficient data handling and interaction through PHP and AJAX.
- Implemented an encrypted login feature and set up different user access levels.

Guess-CSS | HTML5, SASS, JavaScript, Bootstrap, Beautiful Soup

Feb 2022

- Developed an educational game to identify CSS selectors from rendered HTML elements.
- Employed Beautiful Soup to dynamically integrate examples from the W3C CSS Selector Test Suite.

BlitzPad | Arduino, Circuitry, Woodworking, Soldering

June 2023 – Present

- Engineered a DDR pad using Arduino, integrating custom circuitry for interactive gameplay.
- Designed and constructed the pad with woodworking techniques for durability and usability.
- Coded the Arduino to accurately detect steps and enhance the interactive experience of the DDR pad.
- Advanced to Phase 3 of 'Ton projet, ta carrière' by CDEC Montréal-Nord, a stage reserved for the most promising projects, receiving specialized support and resources for further development.