Puthypor Sengkeo

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Education

Bachelor's degree – Washington State University Pullman   August 2018 – May 2021
- Pursuing a Computer Science Degree, GPA: 3.67
- Related courses: Operating System and Computer Architecture, Systems Programming in Unix/Linux, Design and Analysis of Algorithms, Object-Oriented Software Principles, Software Engineering Principles II, Advanced Data Structures C/C++, Graph Theory, Web Development, Mobile App Development, Machine Learning.

Skills

- Programming Languages: C, C++, C#, HTML/CSS, Java, JavaScript, Python, and MERN (MongoDB, ExpressJS, React.js, Node.js) stack.
- Tools:
    - Visual Studio, Visual Studio Code, Eclipse, Xcode, Elastic Beanstalk, and MongoDB console.

Projects and Activities

AI Engine – Team Lead   August 2020 - Present
- Design/Train AI engine to identify potential opportunities for the city to install fiber/conduit cables.
- Weekly reports to client following Agile with Scrum Methodology.
- Train AI to find routes between 2 points on map where data are stored as coordinates in GeoJSON files.

Speedgolf Website – Team Lead   August – December 2020
- Implemented a Speedgolf website using MERN stack.
- Deployed the website, with SSL, using Elastic Beanstalk console.
- Used TestCafe to test the website's functionalities.
- Link to website: https://ssplay.bfapp.org/

Apartment Rental Website – Team Lead   August - December 2020
- Built an Apartment Rental website using MERN stack.
- Utilized JUnit, white-box, and black-box testing for different sprints of the project.
- Link to project: https://github.com/Puthyporsk/PS.MB.DC.JB.CK-ApartmentRentingWebPortal

EXTF2 System Programming in Unix\Linux   January - May 2020
- Established a functional Linux-compatible EXTF2 file system program in C.
- Collaborated with another student to deliver optimal code efficiently.
- Obtained in-depth knowledge of EXTF2 file system and Linux command line.

WSU Crimson Code Hackathon   February 2019
- Participated in a 24-hour coding challenge.
- Worked with 3 other students using C++ and the SFML library to create Flappy – another version of Flappy Bird.
- Used Object Oriented Programming, self-drawn arts for the graphics.

WSU Hardware Hackathon   October 2018
- Cooperated with 2 other students to make an electronic door lock controlled by a smart phone application.
- Created 3D-printed object for the physical components and programmed using Python.

Children Summer Camp Volunteer – Center for Human Services   July 2018
- Organized fun, educational outdoor projects and provided computer lessons for 4 groups of 40 children.
- Collaborated with other volunteers and managers to provide a welcoming atmosphere for the children.
- Pioneered a research paper surrounding the topic of childhood development.

Experience

WSU Crimson Service Desk – Technical Assistant II   August 2019 – Present
- Solve frequently occurring technical problems, Wi-Fi connectivity, malware infections, error with student accounts etc.
- Troubleshoot advanced technical problems, malfunctioning drivers, operating system errors, and corrupted data.
- Use JIRA ticketing system to keep track of issues for future reference or escalating then to other departments.