

Puthypor Sengkeo

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Education

Bachelor of Science – Washington State University Pullman

August 2018 – May 2021

- Major: Computer Science, Minor: Mathematics; GPA: 3.68
- Relevant Courses: Web Development, Mobile App Development, Machine Learning, Software Engineering Principles, Systems Programming in Unix/Linux

Experience

Software Engineer – HiLine Eng. & Fabrication

June 2021 - Present

- Implement front-end designs for HiLine's production website with interactive, and user-friendly UI using React.
- Integrate front-end with back-end subsystems designs with PHP and highly reusable code.
- Collaborate with 8 other engineers to produce the most innovative website features.

Technical Assistant II – WSU Crimson Service Desk

August 2019 – May 2021

- Solve frequently occurring technical problems, Wi-Fi connectivity, malwares, errors with students/professors' accounts.
- Troubleshoot advanced technical problems, malfunctioning drivers, operating system errors, and corrupted data.

Projects and Activities

Team Lead – SpeedGolf Website

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.

Team Lead – Apartment Rental Website

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>

Team Lead – AI Engine

August 2020 – May 2021

- 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.

Team Lead – 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.

Skills

Software: (Proficient) React, JavaScript, HTML/CSS, C/C++, C#, (Familiar) PHP, Python.

Interpersonal: Strong team player, bridge of communications, adaptable, quick and outside-the-box thinker.