

# SUKO GURUNG

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## EDUCATION

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**Bachelor of Computer Science**, Portland State University

Expected June 2026

*Relevant Coursework: Object-Oriented Principles, Data Structures & Algorithms, Computer Systems, Fundamentals of Cyber Security*

## SKILLS

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**Programming Languages:** Python, C/C++, JavaScript

**Frameworks/Libraries:** React.js, Node.js, Flask

**Developer Tools:** VScode, Linux, Git/Gitlab, AWS EC2 & AWS S3 (learning), PostgreSQL, MongoDB

**Other Skills:** WordPress, Deployment (Vercel), REST API, Linear Regression

## EXPERIENCE

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**Student IT System Admin** - Computer Action Team

Sep 2024 - Present

Maseeh College of Engineering, Portland State University

Portland, OR

- Assisted in managing a centrally administered but distributed network of Linux and Windows systems across engineering college, ensuring seamless connectivity and operational efficiency.
- Collaborated with the Linux team to identify, document, write scripts and resolve over 10 bugs improving overall system stability and reliability by 13%.
- Contributed to the development of ticket system and automation of internal tools and websites and project, enhancing operational efficiency and user experience for other support technicians.

**IT Support Technician** - User Support Services

Nov 2022 - Aug 2024

Office of Information Technology, Portland State University

Portland, OR

- Resolved technical issues across Windows, macOS and Linux devices via walk-up, calls, and tickets, improving response and resolution time by 21%.
- Utilized ETL methods on collected data from walk-ins to optimize staff scheduling for the service desk.
- Configured, reimaged, and monitored university 2500 devices reducing downtime and increasing system efficiency.

## PROJECTS

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**GiftWise: A Gift Tracking System** — C++, OOP

- Developed a dynamic gift tracking system in C++ using linked lists, applying object-oriented programming principles to enable efficient management of gifted items, budgets, and recipients.

**Sudoku: Logic-Based Puzzle Game** — Python, Backtracking

- Created a Sudoku puzzle game with an AI solver using backtracking, enabling efficient puzzle-solving.

**Real-Time Chat Web App** — Node.js, Websocket, Encryption, Authentication

- Built a real-time chat application using eebSockets, supporting end-to-end encryption and real-time messaging.

## EXTRA CURRICULAR & INVOLVEMENTS

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**PSU Cyber Security Club - Portland State University**

- Participated in Capture The Flag challenges (CTF Competition @ UO) and hackathons (DubHacks @ UW).
- Facilitated workshops and guest talks on web vulnerabilities, fuzzing and ethical hacking for 25+ participants.

**Volunteer Web Developer - EKSCA**

- Maintained the website and managed content using WordPress to enhance the association's online presence.
- Provided technical guidance for the adoption of various tools and platforms.