# THORNEN SAN

## SOFTWARE ENGINEER

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## CONTACT

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- Sanuki, Kagawa, Japan

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## SKILLS

Frontend (NextJS, ReactJS, VueJS, TailwindCSS)

Backend (ExpressJS, NestJS, Golang, Firebase)

Typescript

Python

AWS

Internet of Things (Raspberry pi)

Database (MongoDB, PostgreSQL)

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## EDUCATION

**Bachelor of Science | Software Engineer**

**Kirirom Institute Of Technology**

2019 - 2023

Kampong Speu, Cambodia

**High School Diploma**

**Life High School**

2016 - 2019

Preah Sihanouk, Cambodia

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## LANGUAGES

English

Japanese

Khmer

## PROFILE

I'm a tech enthusiast with a passion for learning and problem-solving. Technology has always fascinated me, and I enjoy tackling challenges with optimism and a collaborative spirit. Adaptable, I thrive in fast-paced environments where I can make a meaningful impact. Driven by curiosity, I'm eager to contribute to projects that push boundaries and create real-world value.

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## WORK EXPERIENCE

### Software Engineer

Kirirom Digitial Inc., Japan                                   July 2024

- Developed a dynamic frontend app for an AI-driven service that allows users to input their face and text prompts for automated lip-syncing and voice generation. Integrated functionality for custom voice input, video sharing, and view analytics. Implemented Stripe for seamless plan upgrades. Also built a landing page that integrates smoothly with the app for an optimized user experience.
- **Technologies: NextJS, Typescript, TailwindCSS, AWS**

### DevOps & Frontend Developer

Whitesand Palace, Cambodia                          Sep 2023 - April 2024

- Managed EC2 instances, configured and optimized NGINX, and set up AWS RDS for database management. Handled domain setup and management. Contributed to frontend development using VueJS and built a responsive landing page. Ensured system reliability and standby support.
- **Technologies: AWS, Typescript, VueJS, VantUI**

### Software Engineer                                            2021 - 2024

Kirirom Institute of Technology

- Developed 3D Mobile Game Developer (Unity), I created a zombie shooting game with rig animations, game mechanics, and C# scripts, and successfully deployed it to Google Play Store.
- As an IoT & API Developer (Smart Laundry System), I developed a Raspberry Pi-based control system for laundry machines using Python, built a QR code-based activation system, automated email notifications, created a JWT-secured API, and managed server
- As an IoT & Software Developer (Resort Smart Lock System), I developed an IoT solution for resort smart locks using Raspberry Pi and Python, integrated it with booking platforms, and managed server setup and automation for smooth operation.
- As a Full Stack Developer (WebRTC + WebXR), I built a video call web app that allowed users to transform into Live2D characters with real-time face tracking and character animation using WebRTC, Mediapipe, and Live2D SDK.
- **Technologies: Unity, C#, Python, JavaScript, ExpressJs, WebRTC, Docker ...**