Vimean Sam

CONTACT



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ABOUT

SFSU Alumni with a keen interest in fullstack web development. Solid understanding of Object-Oriented Programming, REST API, relational database, and No-SQL. Motivated individual who can quickly learn and master new technologies.

SKILLS & ABILITIES

Programming Languages

JavaScript, React.js, HTML, CSS, Python, Java, C, C++, Go

Software & Tools

Microsoft Office, Adobe Photoshop, Figma, Git/GitHub

Databases Languages

MySQL, MongoDB

Soft Skills

Teamwork, Communications, Adaptability, Problem-Solving

EDUCATION

San Francisco State University | San Francisco, CA

2015-2019

B.S Computer Science **GPA:** 3.69 (Cum Laude)

WORK EXPERIENCE

Software Engineer | Edduus

August 2020 - Present

• Developing payment gateway via **Stripe API** for Edduus Livestream website using **PHP**, **HTML**, **PostgreSQL**, and **JavaScript**.

Full-Stack Developer | SFSU ACM

May 2020 - August 2020

- Designed and integrated Markdown and HTML compatible post page to Node.js/Express server, MongoDB database, and socket.io network.
- Unified frontend team and designed UI/UX interface using React for users to view/comment on ACM posts in real-time.
- Formulated special privileges for site administrators to modify or eliminate posts and comments.
- Debugged, resolved, and eliminated various bugs within the network of server and client **UI/UX**.

Freelance Web Developer

April 2020

• Designed and developed a static **HTML** website for Bagels N More which boosted orders by 20% in 1 week.

Software Engineer Intern | Ultimo Software Solutions, Inc.

January 2020 - March 2020

- Implemented and Integrated API flows to various web services (REST, SOAP) and database systems using MuleSoft.
- Utilized **DataWeave** scripting language to transform and convert Mule4 data into various content-type (**JSON**, **XML**).
- Operated **Oracle NetSuite** Cloud ERP to connect, retrieve, modify, and create data between **Java** applications.
- Used Salesforce platform to create, connect, and modify data using Apex code, SOQL, and SOSL language.

PERSONAL PROJECT

6 Cards Golf

- Pioneered an authentic **full-stack** real time multiplayer web version of six cards golf card game.
- Built server with Node.js/Express, operated socket.io for in-game chat and actions, stored users and game data in MongoDB, and designed UI in React.
- Players are required to login/signup in order to create a game room that holds maximum of 4 players.