







# VIMEAN SAM

## Software Engineer

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## Education

San Francisco State University  
August 2015 – July 2019  
Computer Science, B.S  
3.69 GPA

## Summary

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

## Key Skills

Teamwork  
Creativity  
Problem-solving  
Communication

## Technical Skills

Programming languages: **JavaScript (Node.js, React/React Native, Next.js)**, **HTML**, **CSS**, **PHP**, **Java**, **Python**, **Go**

Database languages: **MySQL**, **MongoDB**, **PostgreSQL**

Operating systems: **Windows**, **Linux**

## Professional Experience

### Full-Stack Software Engineer (Remote)

Edduus | August 2020 – Present

- Implement a chat interface in **React Native** and display notifications with **Google Firebase** which allows users to communicate within the application.
- Construct robust **Node.js/Express**, **PHP** web servers that connect to **MongoDB** and **PostgreSQL** databases for communications between web and mobile applications resulting in code reusability across platforms.
- Assemble an elegant and responsive **React.js** web application with multilingual and accessibility support.

### 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**.
- 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 a 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 web pages using **React.js**.
- Utilized **AWS** EC2 web service and **NGINX** to deploy the website.