VIMEAN SAM

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OBJECTIVE

Software engineer with experiences in full-stack web and mobile development, seeking full-time software engineering roles.

EDUCATION

San Francisco State University

Bachelors of Science, Computer Science (GPA: 3.69 / 4.00)

San Francisco, CA 2015 – 2019

Relevant coursework: Data Structures, Software Development in Java, Software Engineering, Database Systems, Internet Applications Design and Development.

SKILLS

Technical Skills JavaScript (Node.js, React.js, React Native, Next.js), TypeScript, Python, PHP, HTML/CSS,

Java, SQL/No-SQL

Soft Skills Creative, collaborative, flexible, hard-working

Other Tools Visual Studio Code, Microsoft Office, Linux/Ubuntu, AWS Cloud Services, NGINX

WORK EXPERIENCE

Edduus Remote

Founding Full Stack Engineer

May 2022 – **Present**

- Co-founded and built 0 to 1 a cross-platform educational mobile application that encourages users to join communities and interact with like-minded people through live streaming, Q/A article posting with AI assistant (OpenAI), video uploading and real-time messaging using React Native and Firebase.
- Assembled an elegant, responsive and accessible SaaS platform for community content management in React.js. Administrators can manage data and create learning materials for users manually or with AI assistant (OpenAI).

Backend Software Engineer

Sep 2020 - May 2022

 Constructed an MVC (Model-View-Controller) software design for various server-side operations using Node.js, PHP that connects to PostgreSQL and No-SQL MongoDB resulting in code reusability and improved maintenance.

Ultimo Software Solutions, Inc.

Union City, CA

Software Engineer Intern

Jan 2020 - Mar 2020

- Implemented and Integrated API flows that connects 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.
- Utilized **Salesforce** platform to create, connect, and modify data using **Apex code**, **SOQL**, and **SOSL** language.

PROJECTS

6 Cards Golf. Pioneered a real-time multiplayer web version of six cards golf card game using **Node.js**, **Socket.io** and **MongoDB** for server side, **React.js** for client side, **AWS** and **NGINX** for deployment. This project was a method for my acquaintances to play this card game during Covid-19 without being in-person.