

# Vorahpong Mean

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## EDUCATION

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**Cameron University | Lawton, OK**

*Expected Graduation: Fall 2025*

**Bachelor Of Science, Computer Science**

*GPA: 3.8/4.0*

- **Relevant Courses:** Object-Oriented Programming, Data Structures & Algorithms, Discrete Mathematics, Computer Organization, Network Programming, CS Capstone, Python
- **Achievements:** Dean's List (2022, 2023), President's Honor Roll (2024)
- **Activities:** Association for Computing Machinery (ACM) Club – Participated in weekly meetings and coding events.

## SKILLS

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- **Programming Languages:** C++, Python, HTML, CSS, JavaScript, SQL, C, C#, PHP
- **Frameworks:** Flutter, Unity, Tailwind
- **Tools:** Git, GitHub, Docker, Firebase, MongoDB, XAMPP

## WORK EXPERIENCE

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**Student Enrollment Management | HTML, CSS, JavaScript, SQL, PHP, XAMPP**

*Feb - May 2025*

- Collaborated with a team of 10 developers to build a student enrollment management website.
- Designed the website interface using Figma, adhering to the Cameron University branding guidelines.
- Developed front-end features to ensure a smooth and visually appealing user experience, including user login, student listings, and internship listings.

**Tutor – Cameron University | Lawton, OK**

*Feb 2025 - Present*

- Provide one-on-one tutoring to undergraduate students in Data Structures, C++, Algorithm Analysis, and related subjects.
- Assist students with their school assignments, and preparing for exams.
- Communicate clearly to explain theoretical and practical programming concepts, contributing to improved student performance.

## PERSONAL PROJECTS

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**Printer Shop App | Flutter, MongoDB**

- Developed a shopping app for Android and iOS with admin and customer mode features.
- Implemented user login, product catalog, and backend storage using Flutter and MongoDB.
- Designed an intuitive interface to enhance user experience and manage product data efficiently.

**3D Connect Four Game | Unity, C#, Blender**

- Developed a 3D Connect Four game in Unity with custom models created in Blender.
- Implemented algorithms for tracking piece placements, checking winning conditions, and managing scores.
- Implement turn-based gameplay logic, ensuring correct player moves and preventing invalid actions.

**Gym Management App | HTML, CSS, JavaScript, Firebase**

- Created an app to track students' gym activity, event schedules, and entry through QR code scanning.
- Designed a system to generate unique QR codes using a QR Code API and integrated it with the camera functionality.
- Utilized HTML, CSS, and JavaScript for the front end and Firebase as the backend.