

# Chanxay Bounheuangviseth

Fort Lauderdale, FL • Mobile: (561)373-9665 • [chanxayb@gmail.com](mailto:chanxayb@gmail.com) • [www.linkedin.com/in/chanxay-bounheuangviseth](https://www.linkedin.com/in/chanxay-bounheuangviseth)

## PROFESSIONAL SUMMARY

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Software Engineer with 3 years of experience in developing and optimizing web-based applications and tools. Proficient in Python, Java, and C++, with a strong background in Agile methodologies and a track record of delivering high-quality software solutions at Lockheed Martin. Passionate about leveraging technology to develop meaningful products that bring comfort to those that need it.

## SKILLS

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### *Programming Languages:*

- Python, C++, C, C#, Java, JavaScript, PHP, SQL, Bash

### *Development Tools:*

- Apache httpd, Nginx, Docker, Vagrant, Gitlab, Git, JIRA, Windows, Linux, Django, Google Test

### *Web Technologies:*

- HTML5, CSS3, React, Bootstrap, ASP.NET, RESTful APIs

### *Database Technologies:*

- SQLite3, MySQL, PostgreSQL

### *Other Skills:*

- Agile, Scrum, Kanban, Test-Driven Development (TDD), Continuous Integration/Continuous Deployment (CI/CD), Problem-solving, Collaboration, Communication, Debugging, Unit Testing, Object-Oriented Programming (OOP)

## EXPERIENCE

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### **Lockheed Martin Missiles and Fire Control** – Orlando, FL

*August 2022 – Present*

#### *Software Engineer – Tools/Tool Framework Development*

- Developed a web-application framework for hosting MATLAB/Python-based tools, improving analyst tool accessibility.
- Modularized a monolithic framework into separate Django microservices, enhancing scalability and maintainability.
- Led updates and functional testing of the framework, ensuring on-time delivery with zero critical defects.
- Implemented Gitlab CI/CD pipelines, automating packaging and delivery, reducing manual effort by 30%.
- Designed a client to handle GUI-based tools accessibility while the application is hosted on a server.
- Collaborated with multidisciplinary teams to incorporate various tools into the framework, enhancing overall functionality.
- Engaged with customers to gather feedback and ensure product standards and expectations were met.

### **Lockheed Martin Missiles and Fire Control** – Orlando, FL

*May 2021 – August 2022*

#### *Software Engineer – College Work Experience Program*

- Created unit tests using Google Test to support product testing before release.
- Contributed to software development by implementing code improvements and bug fixes.
- Enhanced Gitlab pipelines by adding new functionalities through Python scripting.
- Collaborated with team members to deliver and review code changes, maintaining high code quality.
- Participated in Agile development processes, transitioning from scrum to Kanban for workflow efficiency.

## EDUCATION

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University of Central Florida, Orlando, FL

*Bachelor of Science in Computer Engineering (BSCpE)*

## PROJECTS

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### **University Events Hosting Web Application**

*May 2022*

- Devised a web application using the WAMP stack to manage university events, improving coordination for RSOs.
- Strengthened proficiency in the WAMP development environment, contributing to a robust and user-friendly platform.

### **Three-Tier Client-Server Application**

*October – November 2021*

- Designed a Java GUI front-end application that connects to a MySQL database via JDBC using Apache Tomcat.
- Gained experience in three-tier architecture, improving understanding of web, application, and database server integration.

### **Asteroids Game**

*August 2019*

- Developed an object-oriented Java program simulating a game where players destroy asteroids to score points.
- Applied the four pillars of OOP: abstraction, encapsulation, inheritance, and polymorphism, enhancing Java proficiency.