

Keopitou Doung

Project Manager

Passionate aspiring Game Producer with a robust foundation in **project management**, **software engineering**, and a collaborative approach, driven success in a dynamic gaming environment, ensuring projects not only meet but exceed player expectations



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(Preference) Telegram: [@Fr3d3r1ckT](https://t.me/Fr3d3r1ckT)



HANDS ON TASKS - SCHOOL PROJECTS

Project Manager

01/2024 - 03/2024

RetroComp Ecosystem

- Overseeing three products: a **Platform-agnostic game**, a **Website**, and a **Telegram Bot**
- Developed Project Charter, Stakeholder Register, Scope Statement, Network Diagram (Gantt Chart), and Work Breakdown Structure for the **Planning phase** in waterfall phase
- Integrating Agile to the **Development phase**, developing burndown charts for both sprints, assessing the team's velocity at every retrospective meeting
- Publishing a **closed beta testing** to a selected group of classmates in the **Testing phase** for the ecosystem and gathering feedback for the launching phase
- Gathered free assets under Creative-Commons License to use in the project as well as contacting the owners for permissions to **mitigate legal risks**

Project Manager

03/2023 - 06/2023

Shellify

- Developed **deliverables for all phases** (using PMBOK's Project Life Cycle) such as Project Charter for Initiation, Gantt Chart of overall Schedule for Planning, Work Breakdown Structure & Agile's Stand-Up Log Monitoring for Execution, adopting a mixture of the standard Waterfall and Agile Methodologies
- Integrated **Budget Control** for Production due to the product's nature being non-commercial (built for the students)

Technical Product Manager

01/2023 - 03/2023

Automata Telegram Bot

- Developed the **Technical Report** for the overall project, as well as planning and designing tasks for the developers, leveraging the use of Scrum's Kanban board

SCHOLARSHIP

Techo Scholarship

03/2021 - CONTINUING

Fully Funded Scholarship with benefits for 48 months at Cambodia Academy of Digital Technology (CADT) --
NO CONTRACTUAL BONDS

EDUCATION

Cambodia Academy of Digital Technology (CADT)

Bachelor of Computer Science

03/2021 - 06/2024

GPA 3.77 (Year 3)

- IT Project Management
- Object-Oriented Programming (PHP, C++, Java)
- Leadership & Entrepreneurship in IT
- Computer Architecture and Operating Systems
- Software Engineering & Web Development
- Fundamental of Machine Learning, AI, NLP, Data Science, Cybersecurity, Cloud Computing

CERTIFICATES

Career Essentials in Project Management by Microsoft & LinkedIn

09/2023

Project Management Learning Path from Foundation to Stakeholder Management

IBM IT Project Manager

11/2023

Project Management Specialization with 9 courses, starting with Introduction to Project Management to Agile Development, ending with a Capstone Project

SKILLS

- Project Mgt. Tools** - Jira, Confluence, MS Project
- DevOps Tools** - Jenkins & Ansible
- Engines** - Godot 4, Unreal Engine 5 (UE5)
- Cloud Computing** - Linux
- Programming Languages** - Python, C++, PHP...

WORK EXPERIENCE - COMPANY

Backend Engineer Intern

08/2022 - 11/2022

Siem Reaper Travel

Siem Reap, Cambodia

- Developed an agent booking system and synchronized data from the WordPress CMS (Main Site) into my **Laravel/Vue** project
- Designed the overall **System Architecture** for the new site
- The project was **completed 1 week earlier** than expected allowing more time for QA/QC

Contact : Vathana Nguon (Supervisor)

<https://www.linkedin.com/in/vathana-nguon>

REFERENCES

Sonita Te -- Computer Science Program

Coordinator @ **CADT**

Contact: sonita.te@cadt.edu.kh

Saly Keo -- Former Computer Science Program

Coordinator @ **CADT**

Contact: saly.keo@cadt.edu.kh

Vathana Nguon -- Operation Manager @ **Siem Reaper Travel**

Contact: <https://www.linkedin.com/in/vathana-nguon>

RetroComp's Content

• [Project Charter](#)

• [Network Diagram](#)

• [Sprint Backlog #1](#)

• [Stakeholder Register](#)

• [Daily Stand-Up](#)

LANGUAGES

English

Full Professional Proficiency

Khmer

Native Proficiency

GAMING

INTERESTS/ACUMEN

AAA Titles

Assassin's Creed Franchise, Ryanverse, Dishonored Franchise, Baldur's Gate 3

Genres

Stealth, Action/Adventure, RPG, FPS, Top Down

Platforms

PC and Mobile

Gaming Social Communities

- X (Twitter), YouTube, Reddit
- Ubisoft Connect @Fr3ddy111

NOTE

The documents listed above are tailored as a personal portfolio and for academic purposes, they contain **critical and sensitive information** but are agreed upon by all parties and stakeholders to allow their public usage

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