

Kaung Khant Pyae Sone

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Education

University of The Pacific

Aug 2019 – May 2023

B.Sc. in Computer Science, GPA: 3.80 – *magna cum laude*

Dean's Honor Roll: Fall 2021, Spring 2022 & 2023

Relevant Courses: Operating Systems, Computing Theory, Database Management Systems, Algorithms, Computer Systems & Networks, Application Development, Digital Design, Data Structures, Human-Computer Interface Design, Software Engineering, Programming Languages

Skills & Technologies

Programming Languages: Python, JavaScript, HTML, CSS, JSX, Bash, C, Java
Frameworks/Tools:

- **Web:** React, React Router, Vite, create-react-app, Node.js, Electron.js
- **Native:** pipenv, matplotlib, pytest, OpenMP, MPI, Pthreads
- **Development:** Git, GitHub, BitBucket, Visual Studio Code
- **Others:** VMWare Workstation, Wireshark, Ekahau Pro & Sidekick, Figma

Operating Systems: Windows, Linux (*Debian-based: Ubuntu, Raspbian*)

Office tools: Microsoft Word, Excel, PowerPoint, Power BI, Power Automate, LibreOffice

Experience

Vocera Communications, Technical Support: Networking CO-OP

May 2022 – Dec 2022

- Diagnosed DHCP issues between an access point and a Vocera product using **Wireshark**
- Conducted a wireless survey of Vocera office to evaluate Wi-Fi quality with **Ekahau Pro & Sidekick**
- Created a dashboard in **Power BI** to visualize support team statistics by using **Power Automate** to pull data from Salesforce
- Developed a demo skill-based case routing system in **Power BI** and **Power Automate** to evaluate the feasibility of such a system
- Created a **web-based dashboard** to show warehouse data using **Python**, **Bash** and **LibreOffice**
- Created a **web-based dashboard** to show the availability of support engineers with data from Salesforce
- Cleaned and categorized logs from Vocera devices with **Python** to make them easier to read

Projects

Personal website – **kkps.dev**

May 2023 – Jul 2023

- Developed a personal website to inform visitors about myself and showcase my projects, and also as an opportunity to develop my **React** skills
- Developed a **React** app in **HTML**, **CSS**, **JavaScript** and **JSX** and created several reusable components from buttons, cards, date selectors and navbars to photo carousels, modals and pages
- Later ported to **Vite.js** with the addition of **React Router** for a complete single-page application (SPA)

Senior project at University of the Pacific

Jan 2023 – May 2023

- Collaborated with Bioengineering students to build an Arduino-based in-sole pressure sensor
- Programmed an Arduino in **C++**, enabling it to pair with a companion app written in Electron.js (later ported to a standalone web app) and send sensor data over Bluetooth Low Energy (BLE)
- Developed a web-app in **pure HTML**, **CSS** and **JavaScript** visualizing the data with a video-player-like interface, capable of recording the data, playing it back, trimming it and saving it to a file

Typing Tester at University of the Pacific

Jan 2023 – May 2023

- Practiced Agile methodologies, especially Scrum, by taking the role of a developer in a team of four
- Worked with an acting customer to develop a product according to their needs, which is a typing tester in **Python** with multiple game modes and statistics for each test
- Developed or help developed many core functionalities including statistics, text rendering, and unit tests in **pytest**

Parallel Programming at University of the Pacific

Jan 2023 – May 2023

- Studied parallel programming concepts by writing serial programs in **C** and using libraries such as **MPI**, **OpenMP**, and **Pthreads** to parallelize them

Expression parser and evaluator at University of the Pacific

May 2022 – Dec 2022

- Built a mathematical expression parser and evaluator for a small imperative programming language in **Python**

Computer Systems & Networks at University of the Pacific

Jan 2021 – May 2021

- Studied TCP and UDP network protocols by writing programs in **Python** that interact with them
- Studied high-performance programming and optimization techniques by writing programs in **C**
- Wrote Sudoku game in **C** and then ported it to MIPS Assembly to understand how compilers work

Mario-like Game at University of the Pacific

Aug 2020 – Dec 2020

- Collaborated as a team of five students to develop a Mario-like game in **Java** with the *acm* graphics library
- Developed or helped develop many core functionalities of the game, such as physics, collision and camera, input handling, loading graphics and level layouts from tilemaps, and more

dbot – Discord Bot

Jan 2021 – Aug 2021

- Created a Discord bot in **Node.js** using the Discord.js library to help manage a personal Discord server, track how many hours each server member used the voice chat, and adjust their rank accordingly
- Developed an accompanying web interface served by Express.js and communicates through a Socket.io connection with the server to enable features such as interactive graphs for voice chat data, sending embedded messages, and assigning roles to users based on reactions with emojis

Rewards and Certificates

Senior Project at University of the Pacific

May 2023

- Received a **Recognition of Excellence in Engineering Design in Bioengineering**