**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-OPMay 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.jslibrary 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.jsand communicates through a Socket.ioconnection 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**