Seng Horn Rith

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Education
University Of Utah - Salt Lake City   May 2023
Bachelor's of Science in Computer Science   3.88 GPA
Relevant Courses: Software Practice, OOP, Algorithm, Database Systems, Web Software, Mobile App, Computer Systems, AI, Security Test, Prog. Lang Concept, Model of Computation

Technical Skills
Programming Languages: Java, C++, C#, HTML, JavaScript, Python,SQL
Other Technologies: .Net Core, Spring/Boot, AWS, Git, Docker, Selenium, React Native, Express

Experience
QA Intern | University of Utah IT   May 2022-Aug 2022
- Created, maintained and updated existing Selenium Test applications
- Refined Web Application for test result tracker to use a more space/time efficient database system
- Work recognition for the month of July

Teaching Assistant | University of Utah Computing   Fall 2021 - Current
- Lead labs and help students deepen their understanding of class materials
- Analyze students' assignments to provide grades and constructive feedback
- Efficiently and quickly address students' questions or code bugs

Projects
TA Application -   C#, .Net Core, JavaScript
- Built TA Application site on Net Core framework
- Used technologies such as jQuery, Bootstrap, SweetAlert, SendGrid, GoogleAuth
- Deployed the application on AWS EC2 service

LifeStyle Android Application -   Java & Kotlin
- Built an android application that allow users to maintain a healthy lifestyle
- Implemented features like Step Counters, BMI, BMR, Weather trackers using various APIs
- Adapted the DAO and Repository pattern in the application

Spreadsheet Application -   C#, C++
- Built client GUI using Visual Studio Enterprise tool
- Implemented functions such as circular dependencies detection, revert, redo and other basic spreadsheet functions
- Allowed multiple users on a single spreadsheet with abilities to handle cell editing errors

Tank War Game -   C#
- Built the server and client using MVC design pattern
- Used TCP networking protocol to make server and client communication work
- Implemented game mechanism such as collision detection, tank movements, projectiles