

Seng Horn Rith

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Education

University Of Utah - Salt Lake City

May 2023

Bachelor's of Science - Computer Science

3.89 GPA

Relevant Courses: Software Practice, OOP, Algorithm, Database Systems, Web Software, Mobile App, Computer Systems, AI, Security Test, Computer Security, Prog. Lang Concept

Technical Skills

Programming Languages: Java, C++, C#, HTML, JavaScript, Python, SQL

Other Technologies: .Net Core, React, React Native, Node.js, Git, Docker, AWS, Express.js

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
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Projects

CareCoord Mobile Application -

React Native

- Built a mobile application that allow people to coordinate caretaking as a group
- Features: real-time messaging, notes, calendars, metric graphs, settings
- Tech Stack: React Native, Express.js, MySQL, Jest, JWT, AWS EC2 + RDS, CI/CD
- Responsibilities include: Messages|Notes|Settings UI and their REST endpoints, client and server JWT implementation, wrote coverage tests

TA Web Application -

C#, .Net Core

- Built Teaching Assistant Application site that allow students to apply for TA position
- Tech Stack: jQuery, Bootstrap, SweetAlert, SendGrid, GoogleAuth, .Net Core
- Deployed the application on AWS EC2 service and MySQL Database

Spreadsheet Application -

C#, C++

- Built client GUI using Visual Studio Enterprise tool for the spreadsheet app
- Features include: circular dependencies detection, revert, redo, concurrent editing
- TCP/IP protocol server that communicate with multiple clients at once

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