Sokhun Seng
software developer
Houston, TX | 832-589-9529
sokhunseng.com | sososeng@gmail.com | github.com/sososeng | www.linkedin.com/in/sokhunseng

Education

DigitalCrafts Immersive Coding Bootcamp   April 2017 – August 2017
Houston, TX

- 16-week intensive, full-time accelerated learning program
- Learned Python and full-stack JavaScript, including Node.js, Postgres(SQL), Express, React, HTML/CSS, Linux, Nginx, and Amazon Web Services

University of Texas at San Antonio | Bachelor of Science   Spring 2009 – Fall 2014
San Antonio, TX

- Computer Science Concentrated in Information Security   3.50 GPA

Technology Skills

Programing Languages: *HTML, CSS, JavaScript, Python, Java*
Frameworks/Libraries: *Node.js, Express, React, jQuery, Passport, Bootstrap, Foundation, Ajax*
Learning: *Angular 2/4, TypeScript*

Recent Projects

Liquify | liquify.sokhunseng.com | github.com/sososeng/Liquify

- Liquify is a web app that allows users to track their water intake on a daily basis. The user is also given a weekly overview of their progress.
- Built with Node.js, MongoDB, Redis, Express, EJS, JavaScript, jQuery, HTML, CSS

Share Editor | shareeditor.sokhunseng.com | github.com/sososeng/Share_Editor

- Share Editor is a text editor that allows programmers to share and collaborate their code online.
- Built with Node.js, Express, JavaScript, jQuery, HTML, CSS, Firebase

Price Check AI | lol-price-check-ai.sokhunseng.com | github.com/sososeng/League_of_Legends_Price_Check

- A web app integrated with Google Actions to allow League of Legends players to check up on the price of in-game items and its build path via voice commands.
- Built with React, CSS, HTML, JavaScript, Google Actions

Relevant Work Experience

Hewlett-Packard Enterprise | System Software Engineer   June 2015 – July 2016
Houston, TX

- Developed, maintained, and published Windows Deployment Pack for HPE ProLiant Servers. This software package contains scripts, drivers, and unattended files that can be used by the customers in conjunction with a Microsoft WDS (Windows Deployment Services) to deploy Windows OS on HPE ProLiant Servers.
- Utilized windows debugger tools to identify driver, firmware, or hardware issues. Collaborated with BIOS engineers and hardware partners (Samsung and Toshiba) to quickly resolve any driver or firmware issues with HPE ProLiant Servers.

Hewlett-Packard | System Software Engineer Intern   May 2014 – August 2014
Houston, TX

- Developed a Python/Django application for HP ProLiant Moonshot Servers to allow users to flash firmware on HP ProLiant Server and the HP ProLiant Chassis. Multiple servers can be updated all at once with real-time feedback from a web based user interface.