

**Sokhun Seng**  
**Software Engineer**

Houston, TX | 832-589-9529

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**Education**

**DigitalCrafts Immersive Coding Bootcamp**

April 2017 – August 2017

*Houston, TX*

- 16-week intensive, full-time accelerated learning program

**University of Texas at San Antonio | B.A.**

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, ReactJS, jQuery, Passport*

**Databases:** *Postgres(SQL), MongoDB(NoSQL), Redis*

**Recent Projects**

**Liquify | [liquify.sokhunseng.com](http://liquify.sokhunseng.com) | [github.com/sososeng/Liquify](https://github.com/sososeng/Liquify)**

- Liquify 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](http://shareeditor.sokhunseng.com) | [github.com/sososeng/Share\\_Editor](https://github.com/sososeng/Share_Editor)**

- Share Editor 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](http://lol-price-check-ai.sokhunseng.com) | [github.com/sososeng/League\\_of\\_Legends\\_Price\\_Check](https://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 ReactJS, CSS, HTML, JavaScript, Google Actions

**Relevant 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.
- Utilized the HP Insight Cluster Management Utility to deploy Linux Operating System on HP ProLiant Servers.