

# Ponhvath Vann

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[www.linkedin.com/in/ponhvath-vann](http://www.linkedin.com/in/ponhvath-vann) | [www.github.com/vBoBv](http://www.github.com/vBoBv)

## Objective

I am completing my Bachelor of Computing Systems degree at Unitec Institute of Technology. My peers will describe me as a passionate and determined individual. I believe practical experiences is a complement to any educational studies. As I am progressing through my Information Technology pathway, I am seeking to gain industry experience in preparation for a software and web development career.

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## Skills

### Programming:

- Java
- Python

### Front-End:

- HTML5
- CSS3
- JavaScript (ES6)

### Back-End:

- Node
- Express
- MongoDB

### Frameworks:

- React
- Redux
- React Native
- Bootstrap 4

### Additional skills:

- Microsoft SQL Server
- SDLC
- Wireframing / UML
- Git / GitHub
- Linux / Debian / Raspbian

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## Projects

### Portfolio (September 2019)

- Static website developed with **JavaScript (ES6) / React JS / Redux**
- Responsive website compatible with Desktop/Tablet/Mobile version
- **Source code:** <https://github.com/vBoBv/ponhvathvann>
- **Website:** <https://vbobv.github.io/ponhvathvann/>

### Banking Application (August 2019)

- A GUI application developed with **Java** programming language
- Desktop version of an Online Banking
- User can deposit, withdraw and transfer money from different accounts
- Implemented Java Date API, File and Exception Handlings
- **Source code:** <https://github.com/vBoBv/Banking-Application>

### Movie Rental Membership System (April 2019-Jun 2019)

- A GUI software developed with **Java** programming language
- Utilized Object-Oriented Programming
- Encapsulation, File Handlings and Exception Handlings
- Implemented ArrayList and String Tokenizer to read and write data to csv files.
- **Source code:** <https://github.com/vBoBv/Customer-Membership-Software>

### Escape Game (September 2018-November 2018)

- A text-based console game developed with **Python** programming language
- Taking input from the user and using functions to move player from one position to another
- A battle-scene between the boss and the player
- Using loops to print the fight scene and to process the battle-scene
- **Source code:** <https://github.com/vBoBv/Escape-Game>

### Travelling Website (May 2018-June 2018)

- Using **HTML/CSS/JavaScript and Bootstrap**
- Co-creator and was responsible for the UI and UX functionalities
- Scalable website compatible with Desktop and Tablet screen size
- **Website:** <http://dochyper.unitec.ac.nz/htcs/travelbuddy/Website/index.html>

## **Education**

### **Unitec Institute of Technology**

- Bachelor of Computing Systems (July 2018-Present)
- New Zealand Certificate in Information Technology (February 2018-June 2018)

### **Beltei International School**

- Highschool Diploma (2017)
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## **Achievements**

### **Unitec Institute of Technology**

- EduHack Cultural: Best Use of Technology (2019)
- EduHack Cultural: Best Business Idea (2019)
- International Academic Excellence Scholarship (2019)
- Top student in Certificate in Information Technology (2018)

### **Beltei International School**

- First runner up for the top student in high school. (2017)
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## **Volunteer**

### **Unitec Institute of Technology**

- A representative for the Computing Department consulting with Auckland Highschool career advisors.
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## **Reference**

**Maryam Erfanian (Academic Reference):** merfanian@unitec.ac.nz