

Edmond Soun

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I leverage a robust background in full-stack development, along with a keen eye for code quality and design, to ensure my team thrives and my projects succeed. After four years of managing digital asset production workflows in the screenprinting industry, I seized upon a passion for technology incubated in Bay Area makerspaces to transition into software engineering. Since then, I have built and maintained dozens of applications for use in professional and educational environments.

TECHNICAL SKILLS

Languages - JavaScript, TypeScript, Python, SQL, PostgreSQL, HTML, CSS

Libraries and Frameworks - React, Next.js, Node.js, Express.js, jQuery, Django, Flask, Bootstrap, Tailwind

Tools - Vite, Create React App, Docker, AWS S3, AWS RDS, DigitalOcean Spaces, ZSH, VSCode, Git/Github

Testing - Vitest, Jasmine/Jest, React Testing Library, unittest

Methodologies - Test Driven Development, Agile Development, Object Oriented Programming

SOFTWARE ENGINEER EXPERIENCE

Software Engineer and Teaching Assistant

01/23 – 07/24

Rithm School

San Francisco, CA (remote)

- Designed, implemented, and deployed **REST API backend** using **Django Ninja** with **Swagger documentation** for use internally and by external partners licensing Rithm curriculum. Wrote tests to achieve **97% code coverage**.
- Developed test suites for **React** components, including one that caught a bug in a core curriculum React app.
- Maintained and expanded **Python and shell scripts** to streamline dev environment setup.
- Provided front-line support and debugging for students and staff running **Ubuntu on desktop and under the Windows Subsystem for Linux (WSL)**.
- Caught a breaking change from a dependency that affected 14 internal **Flask applications**; fixed and future-proofed affected apps.
- Directed teams of 6-10 students using **agile development practices**, adding and improving features on Django-based enterprise curriculum management software.
- Reviewed and merged pull requests, managed Github workflow, and provided on-call advising and debugging during sprints.

Full Stack Software Engineer Intern

09/22 - 10/22

Numbers API

Remote

- Refactored the live codebase for Numbers API as a modular application using **Flask Blueprints**.
- Worked in pairs to integrate **request tracking** for 17,000 monthly visits using Flask route decorators.
- Audited **API route architecture** to conform to the standards of REST.
- Constructed web scraping scripts, allowing for programmatic generation of 1,000+ database fact entries.
- Ensured all new code was thoroughly tested to maintain **95%+ coverage**.

TECHNICAL PROJECTS

GDQ Break Channels | Real-Time Donation Tracker: React, NodeCG, PIXI.js

[Live Demo](#) | [Github](#)

- Engineered a Galaga-themed donation tracker for Games Done Quick, a series of charity video game marathons that streams bi-annually to 100k+ concurrent viewers.
- Accesses incoming donations via custom hooks from **NodeCG** and generates responsive animations using **PIXI.js** integrated with **React**.
- Optimized to handle traffic spikes of up to 20 donations/second without visual lag.
- Written in **TypeScript** featuring full in-line documentation with an eye towards extensibility.

Pixly | Image Posting App: Flask, Jinja2, PostgreSQL

[Live Demo](#) | [Github](#)

- Integrated **Flask** with **Amazon S3** and **DigitalOcean Spaces** to store and serve images from the cloud, minimizing server load.

ADDITIONAL WORK EXPERIENCE

Operations Manager

10/18 – 06/22

Anthem Screen Printing

South San Francisco, CA

- Reduced expenses by \$10k+ annually by writing support documentation for asset workflows and machinery, allowing maintenance to move in-house.
- Added Adobe suite automations to expedite customer artwork processing and fine-tune film positive production for use in advanced photo-exposure processes such as daguerreotype.
- Trained and managed a team of four in customer service, warehouse, and darkroom production roles.
- Oversaw daily operations and customer interactions at flagship store during inter-state corporate expansion.

Producer and Technical Director (Part Time)

05/19 – Present

Media Meltdown Performance Collective

San Francisco, CA

- Optimized OBS for maximum stream quality with minimum downtime, averaging <0.2% frame drops over 100+ streams.
- Designed and hosted a chat bot for user interactions during Twitch livestream events while under quarantine.
- Built website for performance collective featuring Google calendar integration and continuous deployment on Netlify. View website [here](#).
- Worked as lead cinematographer and audio/visual editor for film work featured in the San Francisco Transgender Film Festival and beyond.

EDUCATION

Rithm School

2022

Full Stack Web Development Bootcamp

Reed College

2016

B.A. Russian (Language and Translation)

Portland, OR