

THANAPHAT TANGCHAM

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SUMMARY

Computer Engineering student at Rajamangala University of Technology Thanyaburi (RMUTT) with a strong interest in full-stack web development.

Hands-on experience building web applications using modern frontend and backend technologies.

Seeking a software engineering internship to gain practical experience and contribute to real-world projects.

TECHNICAL SKILLS

- **Programming Languages:** C, C++, Python, JavaScript, TypeScript, Java
- **Frontend:** HTML, CSS, React, Tailwind CSS
- **Backend:** Node.js, Express.js
- **Database:** PostgreSQL, MySQL, MongoDB
- **Tools:** Git & GitHub, Docker, Postman, Linux

EDUCATION

Rajamangala University of Technology Thanyaburi (RMUTT)

Bachelor of Engineering in Computer Engineering

- **GPA:** 3.25
- **Period:** July 2022 - Expected March 2026
- **Relevant Courses:** Data Structures & Algorithms, Database Systems, Server Programming, Object Oriented Programming, Computer Architecture and Organization, Operating Systems

TRAINING / PROGRAM

42Bangkok (Programming School)

Software Engineering Curriculum

- **Period:** August 2024 - Expected April 2026
- **Key Focus:** Unix/Linux Systems, Algorithms & Logic, System Programming

PROJECTS

Thesis Submission and Validation System (Ongoing)

- Engineered an automated thesis validation system that processes PDF documents to verify compliance with university formatting standards (A4, margins, fonts), reducing manual verification time.
- **My Role:** Backend Automation & Core Validation (using Python and PyMuPDF)
- **Tech Stack:** React, NestJS, TypeScript, Python, PyMuPDF, PostgreSQL, Docker

PC Builder Web application

- A web platform that allows users to create custom PC builds, featuring interactive component selection and automated build summaries.
- **Tech Stack:** React, JavaScript, Tailwind CSS, MongoDB

Smart Hydroponics Control & Monitoring System

- Built a smart farm prototype using ESP32 to collect sensor data and sync with a MySQL database, enabling users to view humidity/temperature stats and trigger device actions via a PHP web interface.
- **Tech Stack:** PHP, HTML, Bootstrap CSS, MySQL, IoT Integration

Cub3D Ray-Casting Engine

- Developed a first-person 3D graphical engine using ray-casting algorithms (DDA) to render 3D perspectives from a 2D map, featuring collision detection and texture mapping.
- **Tech Stack:** C, MLX42 (graphics library)