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, Java
- **Frontend:** HTML, CSS, React, Tailwind CSS
- **Backend:** Node.js, Express.js, MySQL, MongoDB
- **Tools:** Git, Docker, Postman

EDUCATION

Rajamangala University of Technology Thanyaburi (RMUTT)
Bachelor of Engineering in Computer Engineering
- **GPA:** 3.25
- **Period:** August 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 2023 - Expected April 2026
- **Key Focus:** Unix/Linux Systems, Algorithms & Logic, System Programming

PROJECTS

Thesis Submission and Validation System (Ongoing)
- A web system that allows students to upload thesis PDFs and automatically checks formatting rules (A4 size, margins, fonts, headings) and generates validation reports.
- **My Role:** Backend Automation & Core Validation (Python)
- **Tech Stack:** React, Nest.js, TypeScript, Python, PostgreSQL, Docker

PC Builder Web application
- A web application for browsing and selecting PC components with dynamic filtering and compatibility logic
- **Tech Stack:** React, JavaScript, Tailwind CSS, MongoDB

Smart Hydroponics Control & Monitoring System
- A full-stack web application for the remote monitoring and automated control of a hydroponics farm
- **Tech Stack:** PHP, HTML, Bootstrap CSS, MySQL, IoT Integration

Cub3D Ray-Casting Engine
- A 3D ray-casting engine inspired by Wolfenstein 3D, implemented in C using the MLX42 graphics library.
  - Implemented ray-casting, wall projection, and texture mapping
- **Tech Stack:** C, MLX42 (graphics library)