SAMRAN LUMPHU

COMPUTER SCIENCE STUDENT

CONTACT

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SOFT SKILLS

- Teamwork
- Time Management
- Active Learning
- Strong Communication
- Critical Thinking
- Adaptability
- Problem Solving
- Attention to Details

TECH SKILLS

- Python (Intermediate)
- Software Development
- C++ (Intermediate)
- Data Structures
- Algorithms
- SQL
- Machine Learning
- R Programming

LANGUAGES

- English (Fluent)
- Thai (Fluent)
- Nepali (Fluent)
- Hindi (Intermediate)
- Chinese (intermediate)

PROFILE

Motivated Computer Science student with a strong foundation in programming (C, C++, Python) and data analysis. Experienced in developing software applications and implementing data-driven solutions, demonstrated through projects like a Sales Forecasting Dashboard in Python and a classic Pac-Man game in C. Eager to apply my technical skills in an internship or entry-level role, contributing to innovative software solutions and enhancing team performance in a global setting.

EDUCATION

Bachelor of Computer Science
2021 - 2025

Electrical Engineering and Computer Science
| National Tsing Hua University

Courses Taken:

Introduction to Programming, Data Structures, Design and Analysis of Algorithms, Operating Systems, Software Studio, System Integration I & II, Software Engineering, Intro to Data Analytics and Machine Learning, Machine Learning, AI and Arts, Network Security, Applied Cryptography, Programming for Business Analytics, AI Ethics, Interaction Design, Computational Stats for Data Science

PROJECTS

Data Science Project: Player Performance Analysis
MARCH 2025

Analyzed football player stats using cosine similarity to identify similar players and visualized key attributes like finishing and dribbling through various plots. Preprocessed data with feature scaling and cleaning, utilizing Python, Pandas, and Scikit-learn for analysis and visualization.

Technologies Used: *Python, Pandas, Scikit-learn, and Matplotlib*

Dyslexia Detection Model
JUL 2024 - DEC 2024

Developed a machine learning model for dyslexia detection, with plans to create an interactive interface using Streamlit to improve accessibility and user experience.

Technologies Used: *Python, Scikit-learn, Streamlit, Machine Learning*

Chatbot for Data Structures Class
NOV 2023 - NOV 2024

Designed a chatbot to assist students in Prof. Chen Yi Shin's Data Structures class at NTHU, using quizzes, machine learning, and a knowledge graph to adapt explanations based on user performance.

Technologies Used: *Python, Machine Learning*

Pac-Man Game
FEB 2023

Created a classic Pac-Man game using Allegro5 in C, demonstrating strong programming and problem-solving skills in game development.

Technologies Used: *C, Allegro5, C++*

ACHIEVEMENTS & VOLUNTEERS

Awarded the University Scholarship (2021, 2023) and the NSTC Scholarship for Final Year Project (2024).

Achieved TOEIC score of 970 and TOEFL score of 96.