Chayut Kraiwiset

Software & Web Developer

I am an entry-level web and software developer with a background in Computer Engineering under the Faculty of Industrial Education and Technology. I have experience developing an educational game using Unity as part of my thesis project, as well as designing and implementing an IoT system during my internship. Throughout my studies, I also gained experience with HTML, CSS, JavaScript, PHP, and Dart. I enjoy learning new things, continuously improving myself, and working collaboratively to solve problems efficiently.

Contact

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Education

2020 – 2024
King Mongkut's University of Technology Thonburi (KMUTT)
Bachelor of Science in Industrial Education (Electrical Engineering)
Faculty of Industrial Education and Technology
GPAX: 3.67

2017 – 2019
NongChang Wittaya School
Senior High School
Science-Mathematics Program

2014 – 2016
NongChang Wittaya School
Junior High School
English Program

Skills

- **Technical Skills**
  - **Programming:** HTML, CSS, JavaScript, PHP, Dart (Flutter), C, Python
  - **IoT Development:** Arduino IDE, Node-RED, MQTT Broker, Sensors, Microcontrollers
  - **Game Development:** Unity, C#
  - API: REST API, WebSocket API
  - **Tools:** Visual Studio Code, Postman, Canva, Microsoft 365, Google Cloud
- **Soft Skills**
  - Teamwork, Problem Solving, Creativity, Adaptability, Critical Thinking
- **Language**
  - Thai (Native) and English (Intermediate)

Experience

June 2023 – August 2023 (Internship)

TiDo technology (TiDO)
System Developer

- Developed mini-projects using microcontrollers and environmental sensors, with content published on TikTok.
- Designed a solar-powered IoT device to monitor temperature, humidity, voltage, and PM2.5.
- Programmed Arduino to publish sensor data via MQTT; configured Node-RED as subscriber with real-time dashboard and data storage.
- Built REST and WebSocket APIs for frontend integration; deployed the system for field use.
- Contributed to both hardware and software integration, including deployment for real-world use.

2022 – 2024 (Thesis)

King Mongkut's University of Technology Thonburi (KMUTT)
Game-Based Learning on Number Operations (Grade 7)

Developed CalcuRush, an Endless Runner educational game using Unity to reinforce Grade 7 students' understanding of real number operations (+, −, ×, ÷). Players solve math questions while avoiding obstacles, starting with 3 lives and earning 10 points per correct answer. The game features two difficulty levels, scoring, lives system, and menus including Play, How to Play, Math Tips, Settings, and Exit, with music and sound effects for engagement.

2023 – 2024 (Teaching Internship)

Bangmodwittaya "Sisukwadjuanuppatham" School (BMW)
Student Teacher – Computer Subject

During my teaching practicum, I was assigned to teach Computational Thinking for Grades 7–9 and Information Technology for Grades 7–8. I performed duties equivalent to those of a full-time teacher, including lesson planning, classroom instruction, student assessment, and participation in school activities. This experience allowed me to develop professional teaching skills and collaborate closely with supervising teachers and academic department staff.