



# Kananek ATICHATVIWAT

## Software Engineer

“ I graduated from International College, at King Mongkut's institute of Technology Ladkrabang in Software Engineering field. I have experienced developing software projects in many platforms and languages. I can deal with difficult work situations and I am able to use own initiative and work as part of a team under pressure to meet challenging deadlines. However, I am more than willing to study more technologies in any branches ”

### EDUCATION

**2012 - 2016**      **Bachelor of Engineering**  
Major in Software Engineering in  
International College, King  
Mongkut's Institute of Technology  
Ladkrabang

### EXPERIENCE

**2014**                      **Internship as Software Developer at**  
**Jun-Jul**                      **KMUTT**  
(King Mongkut's University of  
Technology Thonburi)  
Developed Bioinformatics & System  
biology program which is a web  
application that collects and searches  
about bioinformatics of cassava.

**2015**                      **Internship as Software Developer at**  
**Jun-Jul**                      **Kurume , Japan**  
(Kurume Institute of Technology)  
Implemented a facial recognition  
program, which detects faces and  
identifies people from a video  
webcam. It used principal component  
analysis to emphasise variation and  
bring out strong patterns in the  
dataset(face).

**2016 - current**      **Web developer at Burda**  
(Burda International Thailand)

### SKILLS

- Software development process
- Design pattern
- Object oriented programming (OOP)
- Unified modelling Language (UML)
- Programming language: C/C++, Image processing(OpenCV), Python, Java, Android development, iOS development(Swift 2.0), Web development (HTML, CSS, PHP, JavaScript, node.js, express.js, mongoDB, bootstrap, XML, JSON) ,Ionic framework 2
- Application: Microsoft office, iWork, Visual studio, Android studio, Xcode, Atom.io, Astah community, github, netbean, Sublime

### LANGUAGE SKILLS



### PROJECTS

**Darkness Game [Java]**  
2D puzzle game which is similar to "LIMBO" game. A player  
has to control a character in order to avoid traps. The goal of  
this game is for fun and practising the patience.

**Liver Image Analysis [C++ | OpenCV | Qt]**  
Developed for assisting doctors to detect fat blobs and fibrosis  
in the liver and also calculating the percentages if the fat blobs  
and fibrosis. As the result of this, the doctors could be able to  
tell the chances of the cancers.

**Web-Based Workflow Management System**  
[node.js | express.js | mongoDB | Mongoose | bpmn.io]  
Web-based workflow management software application which  
supports BPMN 2.0 notation, an industry-standard process  
modelling notation, while being easy to use. The user can  
design and write their workflows in BPMN notation. The  
workflow designed can then be executed and used by  
members of the organization through web browsers. The  
application was developed primarily using JavaScript and  
utilized a number of modern open-source libraries and  
software tools, Our project is part of a larger project called  
"Monkey Office", which aims at developing web-based  
applications to support the internal management of the  
International College, KMITL.

### CONTACT



44/30 Suphakit Chanva Road, Makkhaeng,  
Muang, Udon Thani, Thailand 41000



kananek.at@hotmail.com



(66) 84 743 9444