Peeranat Mastor (Few)
3rd Year - Software Engineering Student at KMITL

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Information Technology student with hands-on experience developing websites and full-stack applications Demonstrate strong teamwork skills. Collaborating effectively with teammates to achieve project success. Driven by a passion for innovation and continuous learning. Passionate about exploring emerging technologies and committed to keeping up with industry trends by implementing cutting-edge solutions in project development.

EDUCATION

Bachelor of Science in Information Technology (Software Engineering Major)
King Mongkut's Institute of Technology Ladkrabang
August 2022 - Expected Graduation on August 2026 | GPA: 2.94

EXPERIENCE

Game Developer   **Jan 2022 - Present**
Smilekrub Network - Minecraft Server
- Developed and maintained custom game modes and plugins for Minecraft servers to enhance player experience.
- Designed and implemented new gameplay features and mechanics to create innovative player interactions.
- Handled NMS (Net.Minecraft.Server) implementations to introduce unique server features and capabilities.

Teaching Assistant   **July 2023 - Present**
School of Information Technology, KMITL
- Provided academic support to 500+ student in **Problem Solving and Computer Programming, Data Structures and Algorithms, Object-Oriented Programming, Physical Computing and Fundamentals Web Programming** strengthening teamwork and critical thinking abilities

Software Engineering (Part-time)   **November 2023 - May 2024**
Center of Excellence for Deep Technology - ITKMITL
- Developed and maintained features for **J:Learn (Online Structural Validate-Based System)** using TypeScript, Next, Express and Material UI
- Collaborated with a team of developers, designers and stakeholders to ensure timely project completion and work quality

AWARDS

1st Runner Up for the National Round of Huawei ICT Competition 2024-2025
Huawei ICT Academy, Huawei Technologies Co., Ltd.
Achieved National First (1st) Runner-Up Award in the Computing Track (Linux, Database, and CPU Architecture) among over 140 teams in the Huawei ICT Competition 2024-2025, receiving a prize of 40,000 THB.

6th Place in the Preliminary Round of the Huawei ICT Competition 2023-2024
Huawei ICT Academy, Huawei Technologies Co., Ltd.
Participated in the Huawei ICT Competition 2023-2024, competing in the Computing Track (Linux and Database) among over 160 teams.

1st Runner Up in the Popular Vote for Project at ITKMITL Openhouse 2023
School of Information Technology, KMITL
Participated in the ITKMITL Openhouse, showcasing projects to over 1,200 visitors per day during the two-day event.

SKILL

Programming Language & Frameworks
C, Java, JavaScript, PHP, Python, SQL, TypeScript, Express, SvelteKit, Next.js, PHP-Compose

Database
openGauss, MongoDB, Redis, PostgreSQL, MySQL, NoSQL

Tools
Jenkins, Docker, Git, Visual Studio Code

Others
Amazon Web Services (AWS), Vercel

INTERPERSONAL SKILLS

Public Speaking, Leadership, Teamwork, Problem Solving, Collaborate, Organization, Time Management

LICENSES & CERTIFICATIONS

Microsoft Word (Office 2016)
Microsoft | May 2021
Cybersecurity Workshop
ITKMTIL | March 2023
Showcase Project Openhouse 2023
ITKMTIL | December 2023
RH104 Linux Fundamentals
Red Hat Academy | November 2024
Showcase Project Openhouse 2024
ITKMTIL | December 2024

LANGUAGES

- **Thai** (Native or bilingual proficiency)
- **English** (Conversational proficiency)
- **Japanese** (Elementary proficiency)

PROJECT

Captive Portal – ITKMITL Authentication Internet Service   **November 2022 - Present**
Fullstack Software Developer and UX/UI
- Developed a faculty-funded captive portal for ITKMITL Authentication Internet Services login using LDAP, designed for students, lecturers, and staff.
- Optimized system performance and scalability by leveraging the SvelteKit framework with Server-Side Rendering (SSR).

Captive Portal – ITKMITL Authentication Internet Service, actively utilized by the School of Information Technology at King Mongkut's Institute of Technology Ladkrabang (KMITL).

<i>Judge – Online Code Judging System (V.1)   **August 2023 - Present**
Fullstack Software Developer and Project Manager
- Developed a faculty-funded online judge system for competitive programming, supporting Python, C, C++, Scala, and Raptor (Flowchart), with planned future expansions.
- Built the system using the Next.js framework and a REST API with Express for efficient performance and scalability.
- Deployed the system for active use by 650 students in the School of Information Technology at King Mongkut's Institute of Technology Ladkrabang (KMITL).

Intelligent Teaching and Learning Assistant System for Problem Solving, Computer Programming, and Data Structures and Algorithms Courses (<i>Judge) funded and supported by the School of Information Technology at King Mongkut's Institute of Technology Ladkrabang (KMITL).

TA-Mirai System for IT@KMITL   **September 2024 – October 2024**
FullStack Developer, UX/UI Designer and Project Manager
- Designed and implemented the TA-Mirai system to enhance the efficiency of teaching assistants (TAs) at IT@KMITL, addressing challenges such as document management, salary calculation, grade inspection, and attendance recording.
- Developed a user-friendly front-end interface using PHP and a scalable backend with Django Rest Framework (DRF) to ensure efficient API-driven data processing and system logic.
- Delivered a comprehensive solution tailored to the TA workflow, showcasing expertise in integrating multiple technologies for seamless performance.

J:Learn – Online Structural Validate-based System (V.3)   **August 2023 – February 2024**
Back-End Developer and UX/UI Designer
- Designed and developed a faculty-funded online validation structure system supporting Java, with a user-friendly UI mockup for students and lecturers created in Figma.
- Rewrote the grading validation system for improved performance using the Next.js framework and a REST API built with Node.js and Express.
- Deployed the system for active use by 210 students at the School of Information Technology, King Mongkut's Institute of Technology Ladkrabang (KMITL).

Intelligent Teaching and Learning Assistant System for Object-Oriented Programming Courses (J:Learn) funded and supported by the School of Information Technology at King Mongkut's Institute of Technology Ladkrabang (KMITL).

VOLUNTEERING & ACTIVITIES

Vice-Head of Academic – ITCAMP20 | KMITL   **November 2023 - December 2023**
School of Information Technology, KMITL
As the Vice Head of Academic Camps, I support the Head in managing four camps Web Development, Data Science & AI, Networking, and Game Development working with over 50 academic staff to ensure smooth operations. I also assist in organizing academic activities for over 160 high school students passionate about Information Technology. This program is funded and supported by the School of Information Technology, KMITL.

Head of Activites – Pre-Programming 2023 | KMITL   **June 2023 - July 2023**
School of Information Technology, KMITL
As the Head of Activities, I oversee and manage all aspects of each department head to ensure smooth and successful execution of the program. The activity focuses on providing foundational knowledge for 230 first-year students across four majors: IT, DSBA, BIT, and AIT. This program is fully funded and supported by the School of Information Technology, KMITL.