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Jarukit Pan-lam

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I'm a full-stack engineer who enjoys shaping the data model and building both front and back ends so everything feels cohesive. I'm a bit of a perfectionist, I stay locked on tough bugs, write thorough tests, and shepherd each feature from DB schema and API to UI polish and deployment until it's stable end-to-end.

TECHNOLOGIES AND LANGUAGES

- Languages TypeScript, JavaScript, Go, C, C++, SCSS
- Frontend Frameworks & UI Animation & React, React Native, Next.js, Angular, Tailwind CSS
- Backend Frameworks Framer Motion, Three.js, React Three Fiber, Express, .NET
- Databases & Cloud Microsoft SQL Server, MongoDB, Firebase, PostgreSQL, SQL
- Tools & DevOps Git, GitHub Desktop, Jenkins, CI/CD, Docker, VS Code
- Architecture & Patterns Clean Architecture, Domain-Driven Design (DDD)

EDUCATION

- **King Mongkut's University of Technology Thonburi, Thailand**
M.B.A. (Entrepreneurship / Entrepreneurial Studies), TH. 2024–May 2027
Courses: Entrepreneurship, Innovation Management, Product Leadership
- **King Mongkut's University of Technology Thonburi, Thailand**
B.Eng. Computer Engineering, TH. 2022–Present (Expected May 2026) (GPAX 3.45)
Courses: Basic Computer Programming, Data Structure, Algorithm, Database Management, Software Engineering

WORK EXPERIENCE

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|--|---|--------------------------|
| Full Stack Developer (Intern) | <u>IRPC Public Company Limited</u> | Jun 2025-Aug 2025 |
| <ul style="list-style-type: none">• Developed an internal web application using Angular and .NET to streamline team workflows.• Implemented Jenkins-based CI/CD pipelines so builds and releases could run automatically.• Communicated technical concepts to both technical and non-technical partners while debugging and refactoring code.• Designed the database foundation and optimized queries on Microsoft SQL Server to keep data reliable and fast. | | |

PROJECTS

- **My-Portfolio (Frontend)**, - *Next.js 16 • TypeScript • Tailwind CSS • Framer Motion • Three.js*
An interactive, fully responsive personal portfolio that blends polished UI animation with 3D visuals, highlights featured projects and skills, and provides resume access for recruiters.
- **Figure Shop (Fullstack)**, - *Node.js • Express • MongoDB • Multer • EJS • Axios*
Architected a buy-and-sell marketplace for collectible figures with an Express REST API that handles catalog CRUD, image uploads, discounts, carts, orders, and payment metadata while running analytics aggregations for best-selling categories and customer spending; the EJS frontend consumes the APIs via Axios to deliver an admin-ready dashboard and storefront.
- **Another Story Another Legacy (ASAL) (Backend)**, - *Unity • C# • Firebase Realtime DB • Firebase Auth • Backend services*
Owned the online TTRPG platform's backend by designing Firebase Realtime Database schemas for characters, inventories, and maps while building C# services that sync gameplay data, and enforce secure account authentication so Dungeon Masters and players can collaborate live.
- **Wi-Fi Authentication Attack Simulator (Cybersecurity)**, - *Kali Linux • Bash • Aircrack-ng • Hashcat • Flask • Python*
Built an educational red-team toolkit that automates WPA/WPA2 handshake capture, deauthentication workflows, Hashcat cracking pipelines, and Evil Twin captive portals with a Flask credential collector, focusing on ethical Wi-Fi security research and hardening recommendations.
- **Pacman FPGA (Hardware / Verilog)**, - *Verilog • Vivado • FSM design • Basys 3*
Implemented a complete Pac-Man clone on an Artix-7 FPGA by wiring the VGA pipeline, sprite ROMs, and layered compositor, writing motion/collision state machines for Pac-Man and ghosts, and exposing button plus seven-seg interfaces so the bitstream can be flashed and played on Digilent Basys 3 hardware.
- **ModEd (CPE494 Fullstack) (Fullstack)**, - *Go • TypeScript • PostgreSQL • Docker • GitHub Actions*
Led the HR module inside the ModEd monorepo—owning the Go services, PostgreSQL schema, and TypeScript frontends that handle hiring pipelines—while tightening CI workflows so classmates could merge without breaking the devcontainer-based environment.