



CONTACT ME AT

✉ kageyama710@gmail.com

☎ 087-557-2656

🔗 KagErou710

LANGUAGE

- • • • English
- • • • Thai
- • • • Japanese

COMPUTER LANGUAGE

- • • • python
- • • • html
- • • • Flutter/Dart
- • • • c#
- • • • Golang
- • • • c
- • • • Java script

EXPERIENCED FIELD

- Web development
- Software development
- Develop with Raspberry pi, Arduino
- Network Infrastructure
- Cloud computing (AWS)
- Managing Database
- Data analyzing

OTHER SKILLS

- Good at analyzing something complex
- Excellent problem solver
- Can tolerate to solve difficult problem

TAIRO KAGEYAMA

DEVELOPER

PERSONAL PROFILE

I am a developer with innovative, curiosity, and motivation for learning. Moreover, I do not give up easily against difficult task or some fields I never tried. I have been experienced plenty projects and ever tried almost all IT fields such as data analyzing, managing database, building server, and creating web pages.

EDUCATIONAL HISTORY

King Mongkut's Institute of Technology Ladkrabang

August 2019 - present

- GPA: 3.00
- Major in Computer Engineering, Computer Innovation Engineering (Faculty of International)

Josuikan Bangkok International School

April 2016 - March 2019

Thai Japanese Association School

April 2007 - March 2016

Internship experiment

- API PLUS POWER Co.,Ltd June 2021 - July 2021
- CMKL University Aug 2022 - Present

EXPERIENCED PROJECT

DoDuDone

Nov 2020 - Dec 2020 | HTML, CSS, Javascript,, Vue.js

- Auto recommendation program for shops in Siam Paragon
- Responsibility for entire backend part and some part of frontend.

Telescope

Jan 2021 - May 2021 | C, Golang

- RDMA desktop streaming
- Responsibility for capturing mouse and keyboard input and send to another computer

Wongnai POS style of restaurant layout

June 2021 - July 2021 | Flutter / Dart

- An application to design restaurant layout application. The reference is Wongnai POS.
- Responsibility for cell moving, and cell replacement when the cell is overlapped.

Pokemon tower defense game project

Oct 2021 - Nov 2021 | Unity, C#

- Place Pokemon and fight with enemy.
- Responsibility for entire of frontend.

Unity verse

Aug 2022 - Present | Unity, C#, Golang

- Framework for 3D game
- Players can share their position every 150ms per one server