KASITPHOOM THOWONGS

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EDUCATION

King Monkut's Institute of Technology LadKrabang **2022 - 2025**
Bachelor of Engineering major in Software Engineering (GPA 3.6/4)

SKILLS

- Computer Languages:
  - Proficient: HTML, CSS, JavaScript, React.js, SQL, PHP, C++, Rust, Python, Tailwind CSS, GIT,
  - Familar: Arm Assembly, Node.js, C
- Software Development: Data Structure, Object-Oriented Programming, Algorithm design and analysis, GIT
- Speaking Languages : Thai, English, Mandarin

PROJECTS

PERSONAL PORTFOLIO WEBSITE Link: https://kasitphoom.com
React.js, Tailwind CSS

- Developed a visually appealing Personal Portfolio website using React.js and Tailwind CSS.
- Created a user-friendly online showcase highlighting skills and projects effectively.

YOTHINBURANA SCHOOL INTERNATIONAL PROGRAMME WEBSITE Link: https://ipyothin.com
PHP, HTML, JavaScript, CSS, MySQL

- Engineered the Yothinburana School website by integrating PHP to communicate between MySQL and front-end.
- Ensured a seamlessly functioning and aesthetically pleasing platform.
- Resulted in a dynamic and interactive website that efficiently meets the school's informational and educational needs while maintaining a modern and professional appearance.

ALL-IN-ONE LEARNING PLATFORM WEBSITE Link: https://github.com/Kasitphoom/SEWeb
HTML, JavaScript, CSS, FastAPI (Python), ZODB (Python), Node.js, WebSocket, WebRTC

- Created an All-in-One Learning Platform website for Software Engineering at KMITL, utilizing HTML, JavaScript, and CSS for an intuitive front-end.
- Implemented a robust back-end with Python FastAPI (API) and ZODB (Database) to ensure seamless data retrieval and storage capabilities.
- Utilized WebRTC with Node.js and WebSocket to produced a real-time online meeting.

PYTHON ROBOTIC SIMULATION Link: Github
Python, Tkinter

- Developed a comprehensive Python Robotic Simulation for soccer robots on omniwheels, incorporating Object-Oriented Programming and physics calculations to visualize the RoboCup 2022 Rules.
- Utilized Python and Tkinter to create an immersive, interactive environment, achieving a realistic and engaging simulation.

VIBIN MUSIC PLAYER Link: https://github.com/Kasitphoom/Audio_EQ

- Developed the Vibin Music Player using C++ and Object-Oriented Programming in Qt, enabling users to play audio from any folder or files on their computer.
- Implemented customizable features, including Light/Dark themes, audio output devices, and audio bitrates.

Extra Curicular Activities

Teacher Assistant - Subject Elementary System Programming (Rust Programming)