



KHONGCHAI G.

APPLICATION DEVELOPMENT ANALYST

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WORK EXPERIENCE

Freelancing 2021-2022

Accenture 2021-Present


LANGUAGES


Thai

English

German

LANGUAGES

 Flutter

 React

 Spring Webflux

 Rx Dart

 NextJS

 NestJS

 ThreeJS

 WebGL

 WASM

 Django

 Flask

 Node

 GraphQL

  Gatsby

  TypeORM

  TypeGraphQL

  Apollo

  Urql

  Graphene-Python

PROFILE

I am highly motivated and passionate about software development. I thrive in collaborative settings and am dedicated to motivating myself and my team. In my free time, I enjoy creating interactive and visually impressive front-end projects, as well as experimenting with different UI libraries. By exploring these technologies, I am able to bring a unique perspective and expertise to my everyday front-end and back-end work. I approach software development with dedication and a love for the craft, relishing the challenges it presents.

In addition to my software development skills, as a musician, I have a significant background in music, with over 8 years of experience in various professional and collaborative artistic environments. These diverse experiences have allowed me to develop strong teamwork and communication skills, as well as a creative and adaptable approach to problem-solving.

EDUCATION

- Pre-college: Mahidol University, Music Performance (2012 - 2015)
- Undergrad: Princess Galyani Institute of Music (2017 - 2021)

I AM

- An avid learner.
- Really passionate about software development.
- Someone who values time management

HOBBIES

- Creating random libraries and projects
- Reading sci-fi and fantasy books
- Playing video games
- Learning languages

EXPERIENCE

Notable Recent Projects (sorted by technologies)

Flutter

CardX (Nov 2021 - Present)

Designed and implemented several new features, including enhancing and building upon the already existing app foundations such as:

- Global error handling architecture, built from the ground up using Flutter and a life-cycle-aware, multi-subscription model that only called the last active page in the subscription stack.
- Contributed to the design of a new UI common components structure
- Co-led a squad as a frontend lead while designing and developing several of the app's core features and private UI libraries.
- Developed two open-source libraries as side projects to address specific UI problems: a dropdown library and a navigation library
- Frontend data-layer (server state) caching

Open Source

- **Dynamic Routes (2022):** A flexible mixin-based Flutter navigation library that focuses on runtime data-driven navigation and supports dynamic(runtime), multi-level nested navigation. The navigation logic can be easily overridden or extended. The library itself is an abstraction of Flutter's Navigator library.
- **Modular Customizable Dropdown (2021):** This is a dropdown library for Flutter that aims to provide more customization options and address certain issues not addressed in other dropdown libraries. It allows for full customization of both the user interface and basic dropdown features such as position wrapping on overflow, alignment adjustment using Flutter's Alignment property, and animation properties.
- **Dotted Line Array (2021):** Drawing dotted lines in Flutter is hard. This library is one of many, but it lets you draw dotted lines using HTML5 canvas's array syntax.

Spring WebFlux / MongoDB / Kafka

CardX (Nov 2021 - Present)

I also acted as a full-stack developer. Often was I required to make changes to the backend in order to support front-end features or fix bugs. This included working on microservice features and modifying databases and caches as needed. I am skilled in navigating the interconnected nature of frontend and backend development and am able to identify and address dependencies between the two to ensure smooth and efficient functioning of the web application.

React / ThreeJS / r3f

Serenade on a Dream (2021 - 2022)

This 3D website was created using r3f to promote my EP, "Serenade on a Dream." The UI controls were implemented using React and ChakraUI for CSS styling. The audio controls were custom built as I couldn't find a commercially available option that offered the same level of smoothness as Spotify's mouse-up scroll feature.

React / WebGL / WebAssembly / NestJS / MongoDB

Web-Spirograph (2021 - Present)

I am currently working on an experimental virtual spirograph project as a personal side project. This project began as a small React project and has since evolved into my largest personal project to date. The main UI controls are run in the main thread, while the animation is calculated on worker threads using WASM and leverages the parallelism of WebGL to minimize rendering time for computationally intensive tasks. Additional information about this project can be found in the project's repository on GitHub.

Django / GraphQL / PostgreSQL

Musical-Companion (2021, on hold)

An on-hold e-commerce-like project where musicians can come and download accompaniment tracks to practice with. The UI was made with NextJS and the backend with Graphene-Django.