Kamontat Swasdikulavath

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Education

Whitworth University | Spokane, Washington
BS Computer Science, BS Bioinformatics | (Expected May 2023)
GPA: 3.9
Course Work: Data Structures, Database Management, Advanced Algorithms, Networks

Experience

Shopify
Backend Software Developer Intern (Remote):   (May-September 2022)
- Assigned with implementing GraphQL backend features on Shopify backend with Agile methodology.
- Used Ruby and Typescript to analyze and refactor codes. Created features with tests, adding instrumentation for performance and updating delivery calculations API and algorithm. Researched Shopify's Database with SQL to see on-site traffic during Black Friday for performance projections.
- Successfully merged 14+ working production pull requests and completed 4 research tasks.

Agoda Services Co., Ltd
Partner Development Intern (Hybrid):   (June-August 2021)
- Researched Agoda database to tackle problems such as using machine learning to predict future projections, or data tools to project images for upper management to shine light on problems.
- Negotiated with the business department on their requirements for the project, then utilized Python, Pandas, SQL, Tableau, DBeaver, and Hadoop to navigate through the database and analyze it using data analysis and fuzzy searching.
- Reduced bad pitch leads from 40% to 23% by eliminating duplicate hotels in Agoda's database from the potential pitch database.

Projects

Personal Project: Aeonmoon - Full Stack Website   (October 2020-present)
- Created website to display Library Of Ruina data, allow users to create decks, and send data through API.
- Read data from in-game files into PostgreSQL database. Send out data through the Django Framework to an API page. Added user authentication features to allow users to login, logout, and create their own decks.
- Deployed PostgreSQL, Backend service, Nginx, and Next.js service together in a docker.
- Actively used by over 50 registered users and bots.

Personal Project: Discord bot "Malcute"   (September 2020-present)
- Created an easy way for users in LibraryOfRuinaFanHub discord server to query in-game information and perform miscellaneous tasks.
- Programmed a Python Discord bot using Discord.py. Initially query from csv file, later query data directly from Aeonmoon Website through its REST API. Currently deployed on Digital Ocean Virtual Server.
- Used on 20+ servers, directly acknowledged by the game director.

Competition Entry: Library of Ruina fan made game   (March 2021)
- Created a fangame as a competition Entry for Library of Ruina fan content.
- Self-taught the Godot game engine through documentations to understand how player input interacts with sprite on page. Designed some maps.
- Deployed on itch.io and submitted as the contest entry.

Skills

- **Computer/Query Languages**: Python, SQL, Typescript/JavaScript, Ruby, C#, C++, HTML/CSS
- **Frameworks/Databases**: MySQL, PostgreSQL, React, Next.js, Django, Ruby on Rails, Nginx
- **Proficient Languages**: Thai and English
- **Other**: Cloud computing, Pandas, Heroku, Linux, GitHub, DRF, Unity, Splunk, Firebase, GraphQL