



# APISIT SENLUANG

## Python Developer

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## EDUCATION

### Bachelor of Science Multimedia and Animation Technology

Mahanakorn University of

Technology

2016 – 2018

### Diploma in Information

Technology

Intrachai Commercial College

2013 – 2015

## SKILLS

- Python
- PySide/PyQt
- PostgreSQL/MySQL
- SQLAlchemy
- HTML/CSS
- JavaScript
- JSON
- Git – GitHub/GitLab
- Linux – bash/tcsh

## LANGUAGES

- Thai
- English

## ABOUT ME

A former 3D Animator who shifted to Pipeline Developer, passionate about technical problem-solving. I'm a quick learner who eagerly enjoys new challenges. My experience working closely with artists and the team has enhanced my communication and collaboration abilities.

## WORK EXPERIENCE

### Pipeline Engineer

2022 – 2024

The Monk Studio Co. Ltd.

My Responsibilities in the Pipeline Engineer Role:

- **Data Management:** Ingesting, organizing, and packaging files .
- **Tools:** Building custom tools using Python and PySide2.
- **Database:** Experienced in using PostgreSQL for both direct SQL queries and the SQLAlchemy ORM framework.
- **Maintenance:** Fixing bugs, supporting users, and optimizing systems for efficiency.
- **Infrastructure:** Collaborating with IT on infrastructure issues.
- **DCC Integration:** Developing pipelines for DCC software E.g. Maya, RV, Nuke, Houdini, Blender.

### 3D Animator

2021 – 2022

Lap Production Co. Ltd.

Animate 3D characters and props in Maya. Automate repetitive tasks using Python scripting. Create a simple pipeline for media review and delivery to reduce errors and ensure consistency using Python with PyQt framework.

### 3D Animator (contract)

2019

World Learning Hub Asia Pacific Co. Ltd.

Create 3D Characters in Character Creator, animate it in iClone and paint textures using Blender