APISIT SENLUANG

Backend 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
- C#
- JSON
- Git - GitHub/GitLab
- Linux - bash/tcsh
- Postman

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