NARONGRIT KLINLOY

CONTACT INFO

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PROFILE

Narongrit Klinloy (Nickname: Boom) Faculty of Engineering, Department of Computer Engineering King Mongkut's Institute of Technology Ladkrabang (KMITL) I have experience working with embedded systems, such as developing a home electricity control system that can be operated via mobile phone, and programming sumo robots for competitions. I am also skilled in repairing electrical appliances and troubleshooting various technical issues. I believe that my strong sense of responsibility and my continuous ability to learn new things are key strengths that set me apart. I sincerely hope to have the opportunity to work with your company and am committed to contributing my best efforts toward the success of your organization.

SKILL

Programming : HTML, CSS, JavaScript, Python, C++ ,C#
Frameworks: React.js tailwindcss
Database : MySql
DevOps : Jenkins, GitLab CI/CD ,Docker ,Docker Compose
Version Control: Git, GitHub

PERSONAL PROJECT

Internet of thing (IOT)

- I have experience in developing smart home systems using embedded technology, including remote control of electrical appliances via mobile applications—demonstrating skills in IoT integration and practical application of microcontroller-based solutions.

Robot Control

- I have experience in programming and controlling sumo robots for competitions using the Arduino Uno board, as well as leading student teams in competitive events—demonstrating both strong technical skills and effective team leadership. These experiences have enhanced my problem-solving abilities, teamwork, and project management skills under pressure.

CI/CD Pipeline for API Deployment

- Developed and configured Jenkins Pipeline for an API project.
- Utilized Docker and Docker Compose to manage and deploy applications in a containerized environment.
- Integrated Git and GitHub Actions to support the CI/CD process.

Circuit Simulator in VR (final project)

- Designed and developed a Circuit Simulation system in Virtual Reality (VR) to create an interactive learning experience.
- Utilized Unity 3D and C# to implement features such as building electrical circuits on a breadboard, connecting components, and calculating voltage, current, and resistance.
- Developed a web application for user management, tailored for Admin and Instructors, to efficiently handle user data.

EDUCATION

Bachelor's Degree in Computer Engineering **2022-2025**
King Mongkut's Institute of Technology Ladkrabang (KMITL)
Expected Graduation: 2025

High Vocational Certificate in Electronics **2020-2022**
Uttaradit technological college
Expected Graduation: 2022