NATHANON ROOKHEB

FULLSTACK DEVELOPER

MY PROFILE

Full-Stack Developer with over 1 year of experience building responsive and dynamic web applications. I'm specialized in frontend development, Passionate about creating immersive user experiences and continuously learning new technologies. Adaptable, team-oriented, and can do an English communication.

TECH STACK / Skills

Programming Language :
Typescript, Javascript, golang, SQL, C#(Unity), PHP, CSS , HTML

Frontend :
- Nextjs , R3F (React tree Fiber)
- MUI , Redux , Axios, Ajax

Backend :
- Nodejs, Express, GoFiber
- Postgres, Mssql

Tools :
- Github Actions CI/CD, AzureDevops, Docker, Postman
- Figma, Jira, Shortcut
- Unity

Language:
- TOEIC : 790

CONTACT

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EDUCATION

Sirindhorn International Institute of Technology(SIIT), Thammasat University.   AUG 2019 - MAY 2023
- Bachelor of Computer Engineering (International Program)
- GPA : 3.09 / 4.00

WORK EXPERIENCE

National Electronics and Computer Technology Center (NECTEC) / Internship   JAN 2022 - MAY 2023

Unity Developer
- Developed a 3D online exercise simulator using Unity and photon.
- Built a mobile exercise application using Unity.
- Worked on small-sized projects.
- Designed UX/UI, logic and implement responsive.
- implement C# Socket with python (IOT Device).

Freelance   JULY 2023 - FEB 2024

Fullstack Developer
- Developed a video platform website using Nextjs and nodejs.

Codediva co.   MARCH 2024 - APRIL 2025

Fullstack Developer
- Maintaining and developing a fund management/investment website using Nextjs and Express
- Worked on large-scale project.
- Enhanced frontend and backend such as improving security, optimizing, reducing traffic.
- Website Security / Azure Blob / Redis.
- SIT / UAT / PROD workflow.

PROJECT

Personal web portfolio *Link*
- A personal web portfolio using Nextjs+ R3F
- Can switch mode between 2D and 3D website
- Adjustable mode/theme and multi-languages (TH/EN)

GoGate
- A Go fiber project that setup a basic authentication logic.

Doodle Rpg
- A mobile 2D RPG dungeon crawler game that combines turn-based
- gameplay with real-time mechanics.

Doodle RTS Card
- A realtime multiplayer mobile card game made using the Photon
- framework.