

PORTFOLIO

Faculty of ICT Mahidol University



RAPEEPAT PROMLAT

Wat Khemapirataram School

Mathayom 6



The purpose of creating this portfolio is meant to present me as a student who always has an interest in data science and knowledge of computer science. That is why I want to learn more about them.

It consists of my personal information, education, activities, certificates and all of the experiences that I have received all these years as a student.

I would like to use this opportunity to thanks my parents who always support in following my dreams To thanks all of my teachers for activating a hunger for knowledge and wisdom and instructing me and finally Thanks to my friends for always helping, encouraging me and giving me all the good energy and positive thoughts.

I sincerely wish that my portfolio would be a good representation to let the reader know my ability and to consider me to study at the Bachelor of Science in ICT Mahidol international program.





PERSONAL INFORMATION

Name : Rapeepat Promlat

Nickname : Owen

Age : 16

Birthday: 26th September 2005

Blood Group: A

Nationality: Thai



CONTACT

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MY SPECIAL ABILITIES

ENGLISH

BASKETBALL

CONTENT
CREATING

VOLLEYBALL

Q MY PROJECT



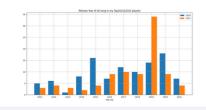


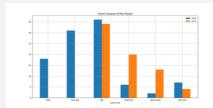
FIRST LITTLE PROJECT



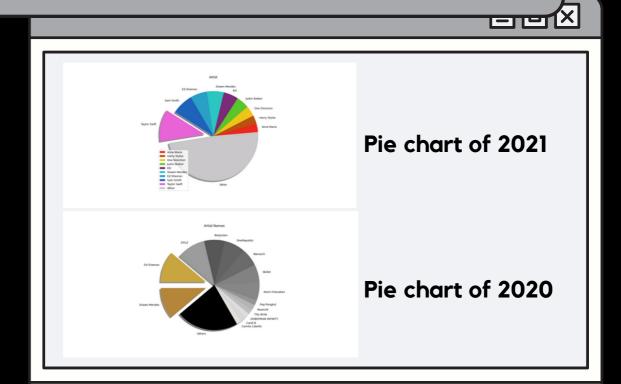
It's my data visualization project. It is about my most listened song from my last 2 years on Spotify. collected the data from the Spotify playlist. I made this with Python and I used a lot of tools such as Pandas, Numpy, Matplotlib.

Compare Graph of year and genre





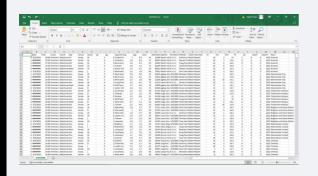




Q FOOTBALL MATCHES PREDICTION

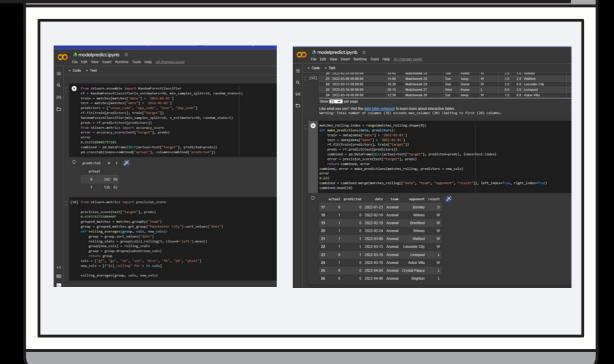


I'M KNOWN AS THE GUY WHO LOVES FOOTBALL AND
THAT'S WHY I DECIDED TO DO THIS PROJECT. SO I STARTED
WITH COLLECTING THE DATA BY WEB SCRAPING FROM FBREF
IT'S A FOOTBALL STATISTIC WEBSITE. I COLLECTED THE DATA
AND USE THE DATA(PANDAS) IN THE MACHINE LEARNING PROCESS
AS A SKLEARN AND I USE A LOT OF TOOL FROM SKLEARN













TOBEIT 66(IT KMITL)

DATE: 18TH, 19TH,

25TH AND 26TH OF JUNE 2022 **BENEFITS: I** GAINED A LOT OF

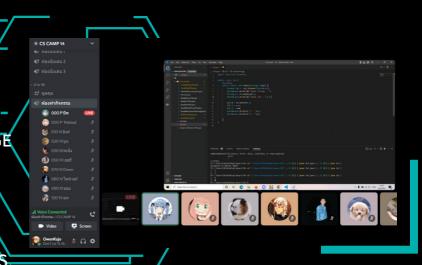
EXPERIENCES IN IT KMITL AND

CREATED A REAL SOFTWARE PROJECT

USED A LOT OF HARD SKILL AND GAINED A LOT OF SOFT SKILL

CS CAMP14(CS KMITL)

DATE: 7TH - 11TH OF JUNE 2022/
BENEFITS: I LEARNED A JAVA LANGUAGE
AND RECEIVED A LOT OF ADVICE FROM
CS KMITL'S SENIOR.I BUILT A JAVA
BASIC PROJECT IT IS AN EASY
HANGMAN GAME WHICH MADE ME
GAINED A LOT OF TEAM WORK SKILLS
AND MY JAVA AND ALGORITHYM SKILLS





PIM YOUNG CREATIVE PROGRAM 321
"BE CREATIVE PROGRAMMING CHALLENGES IN DIGITAL INDUSTRY"
(PANYAPIWAT INSTITUTE OF MANAGEMENT)

DATE: 5THJUNE 2022

MAKER AND MADE A BASIC GAME IN SCRATCH.I KNOW MORE ABOUT TECHNOLOGY INDUSTRY AND HOW THE FUTURE OF TECH INDUSTRY GOING TO BE.

Welcome to Computer Science (Data Analytic) Batch2

DATE: 6TH MARCH 2022

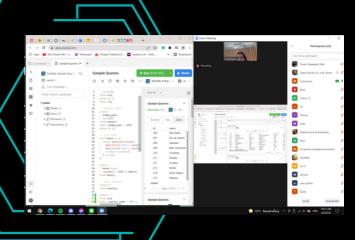
BENEFITS: I LEARNED ABOUT DATA ANALYTIC AND HOW TO MANAGE THE

DATA BY SQL LANGUAGE.I KNOW

MORE ABOUT DATA ANALYTIC

CAREER AND I INSPIRED BY THIS

CAMP A LOT.





DATE: 19TH FEBRUARY 2022
BENEFITS: I GET TO KNOW MORE
ABOUT COMPUTER SCIENCE AND
LEARNED HOW TO PREPARE
MYSELF INTECHNOLGY INDUSTRY
FOR THE FUTURE

KHEMA GAME 63

BENEFITS: I PLAYED BASKETBALL 5V5.I LEARNED ABOUT HOW TO WORK WELL AS A TEAM AND TO COMMUNICATE WITH OUR TEAM







CS CAMP 14 (COMPUTER SCIENCE KMITL)



BASIC-AI Gen 1 (NANG DEV)



Welcome to Computer Science (Data Analytic) Batch2 BY Seek Activity



TOBEIT '66 (INFORMATION TECHNOLOGY KMITL)



PIM Young Creative Program 321
"Be Creative Programming Challenges in Digital Industry"
(Panyapiwat Institute of Management)



COMPUTER SCIENCE CAMP
BY PATHWAY





PYTHON HIGHSCOOL CAMP BY Hamster Hub BASIC WEB SEASON 2
BY Basic Hub



BASIC CONCEPT OF COMPUTER SCIENCE
BY Hour of Code



AI FOR THE OCEAN
BY Hour of Code



THE PROGRAM "ชีวิตไม่ติดลอก" BY Watkhema Pirataram School



ASEAN QUIZ
BY Watkhema Pirataram School

