PATTRIRA TANONGSAKSRIKUN
COMPUTER SCIENCE

SUMMARY

Dedicated Computer Science student seeking an internship in front-end development or software testing. I enjoy understanding how systems work and spotting unusual behaviors others might overlook. I'm motivated by solving problems in clean, structured, and meaningful ways, and I love building interfaces that feel intuitive and purposeful. I value clarity, reliability, and thoughtful design, and I'm committed to learning fast, working hard, and contributing real value to the team. This internship is a step toward becoming a developer who builds systems that are simple, stable, and genuinely helpful.

SKILLS

TECHNICAL
Programming

- JAVA , PYTHON , C , C++
- JavaScript , HTML/CSS
- Vue.js , Next.js, RESTful API
- SQL

ADDITIONAL

- Adaptability & Flexibility
- Time Management
- Strategic Planning
- Teamwork & Collaboration
- Problem-Solving
- Critical Thinking
- Works Well With Others

EDUCATION

COMPUTER SCIENCE **2023 – PRESENT**
Kasetsart University Sriracha Campus
GPX : 3.92

HIGHSCHOOL **2017 – 2022**
Mahasarakham University
Demonstration School(Secondary)
GPX : 3.98

EXPERIENCE

• MonoShop – Full-Stack E-Commerce Website

Built a full-stack e-commerce platform for art-toy products using Vue.js, Express.js, and PostgreSQL. Implemented REST APIs, designed the database schema, and integrated dynamic product data into an interactive UI. Key features include product management, brand/series categorization, product pages, cart functionality, and an Express-based image delivery system.

• Fishing Game — C++ Object-Oriented Console Game

Developed an interactive console-based fishing game using C++ with a strong focus on Object-Oriented Programming (OOP), data structures, and file handling. Designed multiple gameplay systems including fishing mechanics, leveling, item inventory, and an in-game shop.

• System management ordering in restaurant — Python (Tkinter & Pillow)

Developed a desktop application for a Japanese ramen restaurant using Python Tkinter that supports menu browsing, order management, payment calculation, and an integrated quiz mini-game to engage customers.

• Typing Game — Java (Swing)

Developed a bilingual (Thai/English) typing game using Java Swing with Practice and Challenge modes across multiple vocabulary categories. Features include random word generation, real-time feedback, score tracking, and a countdown timer for timed challenges.

ACHIVEMENTS

CERTIFIED 2023 – PRESENT

- MATLAB Onramp (MATLAB)
- LINK Certified NETWORK CABLING for Engineering
- Smart Chatbot with Google sheet (DAT)
- Basic Cybersecurity (MOOC, NCSA Thailand)
- Cybersecurity Training Program (DAT)
- FutureDev Web Application Development with Next.js
- Front-end Web Development using React (DAT)

RECEIVED 5A SCHOLARSHIP

- Second semester 2023
- First semester 2024
- Second semester 2024
- First semester 2025

LANGUAGE

- Thai
- English

MY Github

CONTACT

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- Pattrira Tanongsaksrikun

REFERENCES

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