

Paul Kiattikhunphan

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EDUCATION

University of Virginia / Charlottesville, VA

Expected Graduation – May 2025

B.A. in Computer Science, **Minor** in Technology Entrepreneurship

- **Cumulative GPA:** 3.8/4.0 (Dean's List x5)
- **Relevant Coursework:** Software Development Methods, Advanced Software Development, Computer Architecture, Program and Data Representation, Human-Computer Interaction in Software Development, Algorithms, Discrete Math, Entrepreneurship

PROFESSIONAL EXPERIENCE

W. R. Berkley Corporation / Manassas, VA

June 2023 – August 2023

Product Management Intern

- Drove system integration efforts for an \$800-million-dollar platform to migrate from CC9 to CC10 Guidewire software system
- Defined 50+ ticket requirements and spearheaded user testing processes to ensure alignment with user needs and strategic goals
- Led cross-functional teams of 100 members to facilitate 150+ product releases across multiple operating units
- Leveraged JIRA and SQL to optimize release processes, achieving a 99% rollout success rate and 8% boost in release frequency
- Mentored a newly hired product manager, achieving a 100% seamless transition of daily responsibilities and tasks post-internship

FINNOMENA / Bangkok, TH

June 2022 – August 2022

Full-Stack Software Engineer Intern

- Implemented an SMS notification feature for real-time financial market updates, resulting in a 20% increase in customer adoption
- Spearheaded Agile development practices alongside 4 other tech leads during sprint planning, code reviews, and scrum-related meetings, assisting in backlog grooming and prioritization of stories within Jira
- Developed dynamic data visualizations using D3.js and Vue.js, transforming more than 20,000 raw financial data points into actionable insights for investors
- Created more than 20 UI/UX wireframe mock-ups in Figma, with a mobile-first approach, to ensure seamless implementation

Vidma / Bangkok, TH

January 2022 – May 2022

Project Manager

- Designed 15+ UI wireframes in Figma and built the initial prototype/minimum viable product (MVP), enabling users to network in a meet-and-greet with prominent figures via a paid engagement model
- Led coding team and revamped engineering processes by deploying weekly code sprints, agile methodologies, and code reviews
- Managed the generation of 10+ user stories and conducted extensive beta testing to assure optimal experience and performance

PROJECTS & LEADERSHIP

Hoos Tutoring / Charlottesville, VA

January 2023 – May 2023

Scrum Master | UI/UX Designer | Testing Manager

- Guided a team of 4 developers in a semester-long Django project, launching a university tutoring application with 50+ beta users
- Implemented a student-tutor matching system using the University's official student system API, serving over 20+ students
- Configured and deployed a web application on Heroku, leveraging GitHub Actions CI for the build environment, PostgreSQL for database management, and Python, JavaScript, HTML/SCSS, and Bootstrap for end-to-end development

UVA Computer Science Teaching Department / Charlottesville, VA

January 2023 – May 2023

Undergraduate Teaching Assistant

- Spearheaded an upper-level computer science course in Human-Computer Interaction and User-Centered Design in the context of Software Engineering to 150+ students
- Orchestrated the migration of all course materials to a new learning management system, increasing student engagement by 34%
- Facilitated 7 project teams as head TA by providing 4+ hours of office hours per week, and awarding 40% of total course credit

3D Three.js Room Map Portfolio / Charlottesville, VA

December 2022 – January 2023

Lead Developer

- Integrated Blender with Three.js to launch a 3D responsive portfolio showcasing a vector room environment in JavaScript
- Developed an interactive 3D game terrain with a user-friendly GUI, enabling dynamic manipulation of topographic map variables

FORGE / Charlottesville, VA

September 2021 – December 2021

Instructor

- Co-developed and taught a 10-week software course (Source Lite) on web development (HTML, CSS, JavaScript, and React.js)
- Directed weekly 2-hour classes and 30-minute lab-sessions to 40+ students to reinforce learning with real-world projects
- Headed a team of 2 instructors in formatting and structuring of course logistics for best practices in development skills

SKILLS & CERTIFICATIONS

Programming Languages: Python • Java • JavaScript • C++ • HTML/CSS • SQL • JQL

Tools: Git • Visual Studio Code • Vue.js • React.js • Three.js • Django • Jira • Figma

Certifications: AWS Cloud Practitioner • AWS Solutions Architect Associate