

Piyawat Pavachansatit

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Github: <https://github.com/Prempi>

Education

- Kasetsart University
Studying Bachelor Degree in Department of Computer Engineering Bangkok, Thailand
 - Suankularb Wittayalai Rangsit School
High School, Gifted Education Program (GEP) June 2016-Expected graduation in 2020 Pathumthani, Thailand

Experience

- TO-UR WORLD (2018) <https://to-ur-world.herokuapp.com>
An online travelling agency website, created with NodeJS and React. The website features JWT-based authentication was developed on term of RESTful API concept, and deployed to Heroku.
 - REST (2017) https://github.com/koaly/REST_HARDWARE
REST is the chair designed to help people that face office syndrome problem which is the cause of serious health problem, this chair has sensors to detect the behaviour of user while he/she sits on it, it has several functions to warn user when he/she sits for too long but if user doesn't make any reaction when it comes to the final stage of warning (beep sound from buzzer), the information will be send for someone to help by using IoT technology.
 - Run Out of Zombies (2017) <https://github.com/Prempi/kindergarten>
Run Out of Zombies is a mini game, this game's concept is to run away from zombies from the starting point of the table to the finishing point but this project makes the player have more excitement by adding player from one to maximum four players and have more mode to play, since the game now has maximum four players and one keyboard doesn't have enough area for all players so the outside button is needed. There're 16 buttons with 8 I/O for playing this game, connecting each button to keyboard by using NodeMCU Board.
 - Caught in a Lie (2017) <https://github.com/Prempi/Caught-in-a-lie>
A mini-game that have the players press the button follow the condition that each stage tell, The Game was written in Python with Arcade framework.
 - Playing with Lightning (2017) <https://github.com/Prempi/Playing-with-lightning>
A keyboard controll Java game implemented using libGDX framework, The game's concept is to test player's concentration because this game has several items that trick player and make the game over.

Achievement

- Software Development Training Camp(14th Exceed Camp)
Participated in 2017

Skills

- Programming Languages
Java, Python, HTML, CSS, C#, C++, C
 - Technologies
Node.js, React.js, UNIX/Linux, Git (Version Control)
 - Languages
Thai, English

Interests

- Career Path
Software Engineer, Frontend Developer, Data-Science