Tanadol Deachprapakorn

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Front-end web and mobile software engineer passionate about crafting exceptional user experiences. Enthusiastic about learning new technologies and embracing opportunities that broaden my perspective.

Education

Bachelor of Engineering, **Computer Engineering (GPA 3.80)**
Chiang Mai University, May, 2024

Skills

- English - IELTS 7.5
- HTML, JavaScript, TypeScript, React, Flutter, Java, Python, Git, AWS, Serverless, Node.js
- Computational Intelligence, Mobile Application Development, Software Development

Experience

Web / Mobile Front-End Developer at LTMH   **May 2024 – Present**

- Developing and maintaining Next.js and Flutter applications for Blockdit and Longtunman, with over 8 million users.

Front-End Developer at Namjai Development Team   **June 2023 - Present**

- UX/UI designer and a front-end developer using React, TypeScript, Tailwind CSS, and MUI to develop a crowd-funding platform targeted to children's development.

Volunteer as a Front-End Developer for National Assembly of Thailand   **November 2023 – March 2024**

- Worked in a team as a front-end developer using React.js to develop a website that visualizes the changes made during the drafting of 2017 Constitution of Thailand.

Chatbot Developer Intern at Amity Solutions   **June 2023 - October 2023**

- Front-end development using React.js to build websites that support the Chatbot software tailored to customer's needs.
- Implemented a data reporting system leveraging AWS Lambda, Kinesis, and S3 for real-time chatbot analytics.
- Used the company's internal tool similar to Google Dialogflow to develop NLP-based chatbots.

Projects and Activities

1st Place, Thai National Level, IEEEXtreme Programming Competition   **November 2023**

- Solved algorithmic challenges in a 24-hour competitive programming event hosted by IEEE.

Air Pollution Report and Photo Sharing App   **March 2023**

- Developed a social media-integrated photo editing feature, enabling users to overlay air quality data on images before sharing similar to IG story's stickers..

Neural Network from Scratch and Trained with Various Learning Methods   **July – October 2022**

- Developed a Java-based neural network trained using Backpropagation, Genetic Algorithms, and Particle Swarm Optimization.

The Design Award, IDC Robocon 2022 at Tsinghua University **August 2022**

- Designed a robot with members from China, South Korea, and Mexico in Unity utilizing its Physics engine and 3D modelling features according to the contest's challenge.

CARIN - A Single Player Online Turn-based Game   **August 2022**

- Used Java Spring Boot, WebSocket and React to develop an online game featuring a code parser to control characters.