Tanadol Deachprapakorn

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Software engineer with strong React/Flutter frontend skills and backend experience in authentication, cloud deployment, and real-time multiplayer systems including WebSocket.

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

Experience

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

- Developed and maintained Next.js websites "Blockdit", company's websites "Longtunman", and internal tools serving over 2 million users, ensuring high performance and scalability.
- Integrated secure user authentication using NextAuth with backend APIs, improving login reliability and session consistency.
- Implemented a proof-of-concept cloud deployment for company's websites using AWS to explore scalability and cost optimization.
- Developed core user-facing features for a wealth tech mobile application "WealthX" using Flutter, collaborating closely with backend and product teams.

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.

Front-End Developer (Volunteer) 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

Witch Hunter   **March 2024**

- Developed a real-time multiplayer horror game in Unreal Engine, implementing network replication, and multiplayer gameplay systems inspired by Dead by Daylight.

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

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

- Developed a social media-integrated photo editing feature using Flutter, 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**

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

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.