Chaitavat Seenumngurn

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EDUCATION

Kasetsart University (Thailand) — 2024 (Expected Graduation)
Bachelor of Engineering, Computer Engineering — GPA: 3.39

Satriwitthaya 2 School (Thailand) — 2018 – 2020
Science-Mathematics Major — GPA: 3.96

PROJECTS

E-Lite Application — Jul 2023 – Nov 2023
github.com/ProjectE-Lite/TheBackend

- Developed a mobile application serving as an intermediary platform connecting part-time job seekers and recruiters, facilitating convenient communication which saves a lot of time on both sides.
- Implemented features such as work filtering, status tracking, earnings checking, and a detailed worker list for recruiters.
- As the project's backend developer, I designed and maintained the database using MongoDB, developed APIs, and created various endpoints for integration with the frontend using FastAPI.

GasDetector Application — Feb 2023
github.com/exceed19-02/Gas-detector-Backend

- Developed a web application designed to monitor indoor air quality for gas leaks with a graphical display of the air quality history.
- Implemented automated ventilation by opening windows based on air quality data, which can also be manually controlled by the user.
- As the project's backend developer, I maintained the database using MongoDB, created various endpoints for integration with the frontend using FastAPI, and tested APIs using Postman.

BlueCafeteria Database — Jan 2023 – Mar 2023
github.com/SStepz/BlueCafeteria

- Designed and developed an optimized Microsoft Access database for cafeteria operations, enabling seamless customer preorders.
- Led the creation of data flow and E-R diagrams, and implemented normalization in my project role.

KU Feedback UI — Dec 2021 – Mar 2022
github.com/SStepz/KUFeedback

- Played a key role in designing the user interface of a mobile application using Figma, which aimed at assisting teachers in gauging student comprehension through a feedback mechanism and providing students with a calendar for convenient tracking of assignments and exams.

BalloxAR Game — Sep 2023 – Nov 2023
github.com/SStepz/BalloxAR

- Designed and developed a mobile Augmented Reality (AR) game using Unity.
- The objective was to strategically throw balls to topple surrounding boxes for maximum points, with increasing difficulty levels for enhanced user engagement.

SKILLS

Programming	Python, C, C++, C#, Git
Tools	Visual Studio, Visual Studio Code, FastAPI, MongoDB, Postman, Unity, Figma, Miro, Google Workspace, Microsoft Office, Adobe Creative Cloud
Attributes	Fluent in English, Fast learner, Effective team player with strong collaboration skills, Excellent problem-solving skills, Organized, Goal-oriented