Techathat Sakulsak

Bangkok, Thailand

techathats@gmail.com

EDUCATION & EXCHANGE PROGRAMS

King Mongkut's University of Technology Thonburi (KMUTT) • **Bangkok, Thailand**   **Aug. 2021 - present**

Bachelor of Computer Engineering; Expected graduation date: May 2025

The University of Texas at Austin • **Austin, Texas**   **Sept. 2022 - Oct. 2022**

Exchange Program through the Young Southeast Asian Leaders Initiative (YSEALI)
managed by the U.S. Bureau of Education and Cultural Affairs

SKILLS

Languages: English: TOEFL-iBT 111 • Japanese: JLPT N3 • Thai: Native

Programming Languages: Python • C/C++ • C# • Lua • PHP • JavaScript • GLSL

PROFESSIONAL EXPERIENCE

Undergraduate Research Intern   **Apr. 2024 - present**

Japan Advanced Institute of Science and Technology (JAIST) • *Ishikawa, Japan*

- Lead research in the topic of Generating Explanations for Answer Set Programming
- Develop a novel algorithm using Python to extract graph-based explanations from the answer set solver clingo and gringo
- Work onsite with international researchers for two months during June to July
- Co-write an academic paper to be submitted in an international research conference

PROJECTS

Hunsa POS - Restaurant Management Web Application   **Oct. 2023 - Dec. 2023**

Backend Developer, Database Designer, UI/UX Designer

- Design highly normalized database relations to be used with mySQL
- Develop backend structures with PHP and JavaScript in collaboration with three other programmers
- Design site UI and UX from real-world research and inquiry

CINE - Cinema Management Website   **Mar. 2023 - May. 2023**

Backend Developer, Database Designer

- Develop backend structures with PHP and JavaScript in collaboration with four other programmers
- Perform extensive unit testing through Robot Framework

Stochastic Gradient Descent Derivation and Analysis   **Oct. 2023**

Model Analyst, Developer

- Derive loss functions of various types of regressions and regularizations
- Manually implement gradient descents in Python
- Analyze results and effects of factors involved

Creative Coding   **Mar. 2016 - present**

Various

- Produce original, playable game content using a lua-based game engine, NotITG
- Use GLSL to create original graphical shaders for creative visual works
- Collaborate with programmers internationally on time-sensitive creative coding projects
- Developing games with Godot Engine using GDScript and C#