

THAYA CHEVAPHATRAKUL

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OBJECTIVE

- A diligent third-year undergraduate pursuing a Bachelor of Science degree with a major in Computing and Software Systems. Possesses a diverse skill set encompassing computer hardware and software. Seeking an internship or entry-level position in the field of Front-End or Software development. Aim to contribute to a dynamic team environment, applying academic knowledge and practical skills while pursuing ongoing professional growth.

EDUCATION

Bachelor of Science

Mar 2021 - Jan 2024

The University of Melbourne

Computing and Software Systems Major

RELEVANT SKILLS

- Programming Languages: Python | C | Java | SQL | C# | Haskell
- Web Development: HTML | CSS | JavaScript | React | SCSS
- Tools: Figma | Unity | Photoshop | After Effects | Word | Excel
- Personal Traits: Creative | Adaptable | Hard-working

RELEVANT PROJECT WORK

TextDNA | Student Authorship Identification

July 2023 - Nov 2023

Full-Stack Web Development

- Designed and developed the front-end using React and SCSS, creating a vibrant, intuitive and responsive user interface
- Implemented a secure login/sign-up system that utilizes hashing via bcrypt library for enhanced security
- Assisted with the backend development. Implemented dynamic data entry and display functionality using Python, PowerShell and SQL

LastBite | 2nd Place Winner at 2023 Melbourne Hack

May 2023 - May 2023

Full-Stack Web Development

- Developed LastBite, a service acting as an online food marketplace. Addresses problems of achieving responsible consumption and production, enabling users to give away unwanted food or leftover food and others can choose to collect it
- Oversaw project implementation and managed its UI/UX development. Developed main landing page and facilitated team collaboration to define project requirements and refine project concept

Lunala and the Celestial Tower | 2.5D Hack n Slash Game

July 2023 - Nov 2023

Unity Game Development

- Led the project by managing a team, assigning tasks and features for development
- Conceptualized and developed the overall theme, characters, and gameplay mechanics
- Responsible for designing and implementing the game's UI, focusing on user experience and visual appeal
- Developed player's gameplay features, including movement, combat abilities, and upgrade system
- Collaborated on the development of the enemy's AI and behavior for challenging and engaging gameplay
- Ensured high graphics fidelity and incorporated audio elements to enhance the gaming experience

RELEVANT EXPERIENCE

IT Installation Technician

Mar 2022 - CURRENT

METACOM, Australia

- Collaborated with a team to provide on-site IT equipment installation and set-up services to various offices. Responsible for managing the configuration and installation of systems such as computers, iMacs, and VoIP phones
- Established clear communication, ensuring team alignment
- Adapted to different IT equipment and set-ups to meet the specific needs and requirements of each client