

PANTAKAN KANPRAWET

108 Suandok Soi 5 The Fore condominium [TEL:+66970302940](tel:+66970302940) E-MAIL: pantakan.totae@gmail.com

UNDERGRADUATED BECHELOR OF COMPUTER SCIENCE

CHIANGMAI UNIVERSITY

I am interested in game industry since 8-year-old, I love to play to game write fantasy stories dreaming that I could make one, until I met Minecraft a sandbox survival game, I fall in love with it and starting to host server playing this game with my friends. Making mod, create plugin for a server to increase quality of life, it my first-time study java and read documentation.

ACADEMIC EXPERIENCE

Teacher Assistant

I have become teacher assistance to mentor and help student who enroll Fundamental of Programing.

Front-End Developer

in web-application programing class, we are developing booking applications. I have role as Front-end Developer and Project manager.

Software Engineering Project Owner

In software engineering class, I have role as Project Owner & Co-manager & Full-Stack Developer in order to planning and quality control for our software product, in this project I have design our software, meeting schedule, planning, Cooperate with other people in order to finish our product.

Remote Robot for Science Day

I have hosted website for remote robot car using Normal Webservices that directly controls car using Blackberry pi, it quite good experiences and unique one.

Simple chat program with Socket programming

This is good and experience for me to use threading, while software has multi-layer of abstraction software, I have divide system in to run synchronously.

PERSONAL PROJECT

Raytracing Rendering with CUDA & C++

in this project I have accomplished basic of rendering skilled, create simple image

Deep Reinforcement Learning Platform

RL-Brax is project that I implement Reinforcement Learning Algorithm and implement it using Pytorch, Open AI gym training with algorithm from research paper and visualize it using WANDB.AI

Vscode Extension

Peachy themes is VSCode Theme extension with sweet pastel color, it available in Marketplace

SKILL

Python for Deep Learning

I can understand advance concept of python such as OOP, comprehension, decorator function even creates C++ library for python if we need performance. And familiarity with Pytorch, Pytorch-Lightning, TensorFlow, Seaborn, Tensorboard and visualize graph in WANDB.AI.

C++/CUDA for Graphics

After Raytracing project I have understanding how graphics work in low-level working with Vulkan or even shading language for 3D rendering skill

Deep Reinforcement Learning

I have familiarity with many reinforcement learning algorithms such as PPO, Deep-Deterministic policy gradient and have math skill to working with.

Unity 3D

I have strong fundamental for Unity 3D, with math background to developing game.

Familiarity Programing language

C++ Strong fundamentals and Advance concept [due huge codebase of C++]

Python Strong fundamentals and Advance concept

C# Strong fundamentals and Advance concept

JavaScript Strong fundamentals and Advance concept

CUDA intermediate fundamentals [Parallel Computation, SIMD]