

PANTAKAN KANPRAWET

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UNDERGRADUATE STUDENT IN COMPUTER SCIENCE

CHIANG MAI UNIVERSITY

Since I was eight years old, I have been fascinated in the video game industry. I enjoy playing games. Before I discovered Minecraft, a sandbox survival game, I authored game stories and imagined making them. I developed mods and server plugins after falling in love with it and started hosting a server while playing this game with buddies. It gave me the desire to study programming.

ACADEMIC EXPERIENCE

Teacher Assistant

June – October 2021 & June – October 2022

I've joined the teaching staff as a teacher assistant to guide and support students taking Fundamentals of Programming.

RELEVANT COURSE WORK

Fast-Graduation

In order to plan and manage the quality of our software product for this software engineering class, I have the roles of Project Owner, Co-Manager, and Full-Stack Developer. For this project, I had to design our software, set up meeting times, plan, and work with other people to complete our product.

Rock-Paper-Scissor

By developing this software, I was able to practice the differences between socket programming and the Restful-API. The stark difference let me see why games should use sockets rather than Restful-API.

Remote Robot for Science Day

I've hosted a website for a remote robot car that uses standard web services to directly operate the car with a Blackberry Pi; it's an interesting experience.

Simple chat program with Socket programming

This is a useful and valuable experience for me to use threading, and I have divided my system into synchronous and asynchronous components.

PERSONAL PROJECT

Raytracing in One-Weekend

I've learned the fundamentals for renderer in this project and made a simple image.

RL-Breeze

This 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

Peachy Theme

Peachy Themes is a VS Code Theme Extension with Sweet Color that has been downloaded over 400 times from the Marketplace. with a 5-star rating.

SKILL

Python for Deep Learning

I can understand advance concept of python such as OOP, comprehension, decorator function. And familiarity with Pytorch, Pytorch-Lightning, TensorFlow, Seaborn, Tensorboard and visualize graph in WANDB.AI.

Deep Reinforcement Learning

I am familiar with tools such as Gym API [Open AI Gym], Docker, physics simulation environment [Nvidia Isaac Gym, Pybullet, Mujoco].

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.

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

JavaScript fundamentals and Advance concept

C# fundamentals and Advance concept