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. You can find my online Resume Here. Please look at my GitHub as well.

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. [Docker, Next.js, Flask, Python, SQL]

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. [Spring boot, Java, Maven]

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. [Flask, Python]

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. [Python]

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   **Java** Strong fundamentals