

# Pantakan Kanprawet

1 Suan Dok Rd. 5 The Fore condominium Telephone number: +66970302940 E-MAIL: [pantakan.totae@gmail.com](mailto:pantakan.totae@gmail.com)

---

## 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

### Deep Reinforcement Learning & Deep Learning

I am familiar with tools such as Gym API [Open AI Gym], Docker, physics simulation environment [Nvidia Isaac Gym, Pybullet, Mujoco], Deep learning framework such as Pytorch and TensorFlow.

### Software development

I'm familiar with modern software development tools such as databases, APIs, and frameworks. good understanding in data structures and memory management and willing to collaborate with the team and share ideas

### Multi Operation system

I am familiar with MacOS, Windows 11 with WSL, and Ubuntu. understanding their differences.

### Unity 3D

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

### Etc.

I did have programing experience that I haven't included here. If you have any questions, please contact me.

## Familiarity Programing language

**C++** Strong fundamentals and Advance concept

**Python** Strong fundamentals and Advance concept

**C#** fundamentals and Advance concept

**JavaScript** Strong fundamentals and Advance concept

**Java** Strong fundamentals