

Thomas Panyasrivinit

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EDUCATION

California Polytechnic State University, San Luis Obispo, CA

June 2024

BS Computer Science

Languages: Java, Python, Microsoft Excel, HTML, C/C++, R, HTML, CSS, ReactJS, ExpressJS, MongoDB, NodeJS

Technologies: Visual Studio Code, PyCharm, VIM, IntelliJ, XUbuntu, MiniTab, RStudio, Maven, Eclipse, Jira, Springcore, Springboot, Postman, MongoDB Compass, Boomerang

Methodologies: Agile Development, Scrum, Design Thinking

Extracurriculars: Alpha Phi Omega, TVSA, UX Fest SLO, Hack4Impact, Iter8 Design Agency

EXPERIENCE

U.S. Bank

June - August 2022

San Francisco, CA

Technology Services Intern

- Collaborated with Online Serving Layer team to deliver daily Jira story updates for the current agile sprint
- Developed a 500 line data mapping table for a GraphQL auto-generation architecture
- Wrote JUnit tests, contributing to 100% line coverage for function testing for our backend

UX Fest SLO

San Luis Obispo, CA

Co- Events and Experience Director

July 2021 - Present

- Coordinated weekly meetings and mentored a team of 4 officers for speaker outreach and event planning.
- Spearheaded e-plans and safety documents to secure an event space and vendors for our first in-person UX creative competition with 100+ participants, with workshops led by Mindbody, Workiva, and Disney Streaming

CalFresh

San Luis Obispo, CA

Student Outreach Coordinator

September 2021 - Present

- Lead presentations about basic needs resources on campus that resulted in 50+ additional screened applicants
- Manages Cal Poly's Calfresh website <https://www.calfreshcalpoly.org/>, frequently updating information
- Conducted research on user pain points resulting in the ideation of an embedded scheduling and screener, implemented using calendly and squarespace code injection.

PROJECTS

RecipeBuddy (MongoDB, ExpressJs, React, NodeJs)

- Developed a full stack web application that returned the cost per serving of a recipe based on ingredient amount using the Kroger API.
- Created a backend with multiple API endpoints that would store data in a cloud MongoDB database and local image uploading and storage with Cloudinary.
- Web scraped density websites for ingredient unit conversion using the NodeJs Puppeteer library
- Implemented CI/CD using github actions for integration and Microsoft Azure for deployment
- Wrote JEST test cases, achieving 100% line coverage

Pokemon Game (JAVA)

- Created and debugged a videogame where the main character collects a set number of moving entities to win the game
- Organized 30+ classes for an efficient object-oriented design using polymorphism and inheritance.
- Developed and implemented A-Star pathing algorithm for the moving entities.

MYMALLOC/MYFREE (C++/C)

- Constructed a program that replicates the C function malloc() and free().
- Implemented brk() and sbrk() functions to move the program break to dynamically increase and shrink the heap.
- Developed a double-linked list structure to store the sizes and addresses of allocated memory chunks.