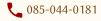


Peeranath Theerawatanachai

Computer Engineering (Undergraduated)

Objective: To take an important role in the company as a computer engineer by making a significant contribution in multiple disciplines, develop Machine Learning, analyzing data to improve products and technologies that satisfy customer needs.



✓ peeranath2544@gmail.com



Peeranath Theerawatanachai



99/90 Supalai Montara, Phutthamonthon Sai 1 Road, Chim Phli, Taling Chan, Bangkok

Work Experience

Chulalongkorn University | Individual Study III Subject | August 2021 - Present

Automatic Speech Recognition Project

• Learns and practices basics of Convolutional Neural Networks (CNN) and Recurrent Neural Network (RNN)

The Siam Cement Group (SCG) | Internship | June 2021 - August 2021

WEDO Young Talent Program

- Worked collaboratively with groups of interns in the company
- Created a web application named "Puenrujai" that can detect user face emotion and respond back with the appropriate words

Click here to see a source code.

Click here to see a certificate.

Chulalongkorn University | Individual Study II Subject | January 2021 - May 2021

Computer Vision Project

- Learned basics of Convolutional Neural Networks (CNN)
- Created a machine learning model to predict the location of CMV virus in each picture frame using YOLOv5

Click here to see a source code.

Click here to see a document.

Chulalongkorn University | October 2020 - April 2021

Chula LegalTech Year 2 (E.L.C. Team)

- Joined "Chula LegalTech Year 2" competition which made by the Faculty of Law, Chulalongkorn University about using technology along with law to something new
- Created a web application named "MIN MAI MIN" which use a machine learning model to predict that the word that you write into the message box is libel or not
- Passed the qualification to the last round (14 teams) and got a 3rd winner price

Click here to see a source code.

Click here to see a certificate.

Educational History

August 2019 - Present

Chulalongkorn University

• Studies in Computer Engineering (GPAX 3.84)

Skills Summary

- Languages
 - 1. Thai (Native)
 - 2. English (Basic)
- Computer Programming Language
 - 1. Python (Fluent)
 - 2. Java (Basic)
 - 3. C++ (Basic)
- Computer Skills: Codeblocks, Thonny, Eclipse, Jupyter Notebook, Visual Studio Code, Google Collaboration

Chulalongkorn University | Individual Study | Subject | August 2020 - December 2020

Machine Learning Project

- · Learned and practiced basics of machine learning
- Created a machine learning model to predict Parkinson's disease from each person's features such as age, clock drawing, TMSE score, gender, etc.
- · Applied CNN to predict an abnormal clock drawing

Click here to see a source code.

Click here to see a document.

Chulalongkorn University | Programming Methodology Subject | January 2020 - May 2020

Game Project (Dota2 but Tap Titan)

- Learned basic Java programming about OOP, Inheritance,
- Created "Dota2 but Tap Titan" games with Java programming which is the game that has the rules like tap titan game but adds some characters in Dota2 in it.

Click here to see a source code.

Click here to see a document.