Kittaphot Saengprachathanarak

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WORK EXPERIENCE

Jumbo Jumps Co., Ltd. (True Axion Interactive Co., Ltd.) **Bangkok, Thailand**
Intern Full-Stack Developer May 2023 - July 2023

- Engaged in Agile methodology, including tracking work progress, daily meetings and sprint reviews using Jira.
- Contributed in complex Git environments to concurrently implement each task while connecting with the main branch to have real-time update with completed features.
- Contributed pull request workflow in Bitbucket and inline comments for precise recommendations, requests to solve problems, and utilized pull request status.
- **Project Regulus**
  - Implemented bug-free gameplay prototype with Unity and C# maintaining feature flexibility for game designers.
  - Utilized Object-Oriented Programming (OOP) to structure and maintain scalable code, ensuring efficient game development workflows.
- **Nice To Z You**
  - Created RESTful API admin-side services using .NET Core with CQRS pattern integrated Swagger documentation and Bearer Authentication for front-end requests.
  - Built an Angular-based admin tool to query and manage player's data as well as item codes and ban system.

Polytechnique Montréal **Quebec, Canada**
Intern Researcher June 2024 - September 2024

- Contributed in reviewing the *"Bug Characteristics in Quantum Software Ecosystem"* published paper.
- Built a strong foundation in fundamental to quantum programming and academic publishing process, from literature review and responding to reviewers to writing paper with LaTeX and conducting experiments.

NOTABLE PROJECTS

Wangjung: Job Finding for Elderly Mobile Application **Bangkok, Thailand**
Full-Stack Developer and Scrum Master January 2024 - May 2024

- Coordinated scrum methodology including tracking work progress, weekly updates, sprint reviews.
- Designed application architecture from functional requirements.
- Developed a mobile application with React Native and Expo for rapid development.
- Developed a back-end service with NestJS and TypeORM integrated with Swagger documentation.
- Deployed back-end server with MySQL database in DigitalOcean cloud service using Docker.
- Implemented CI/CD using GitHub Actions for automated production releases using Docker Image.

FSweeper: Minesweeper Clone Game **Bangkok, Thailand**
Full-stack Developer August 2022 - October 2022

- Developed a minesweeper clone game in Unity with C# utilizing generic functionality with classes.
- Implemented a back-end service in .NET Core and MongoDB to record players' top scores and leaderboard.
- Deployed back-end server in Azure Cloud Server with Swagger documentation.

EDUCATION

Chulalongkorn University **Bangkok, Thailand**
Bachelor's degree in Information and Communication Engineering, 3.67 GPA *Graduating in 2025*

SKILLS & PROFICIENCIES

Computer Languages: Typescript, Javascript, HTML, CSS, C#, C, C++, Python, Java, SQL
Libraries & Frameworks: React, React Native, Expo, Tailwind CSS, Angular, NestJS, TypeORM, MongoDB, .NET Core, CUDA, HLSL, GLSL, SFML, Unity, Shader Graph, Unreal Engine, Arduino IDE
DevOps: AWS, DigitalOcean, Azure, Firebase, Github Actions
Communication Languages: Thai (Native), English (IELTS 7.5)