TAWATCHAI (ANDY) HOLMES

andy.holmes7662@gmail.com · +64 276194098
LinkedIn Profile: www.linkedin.com/in/tawatchaiholmes
GitHub: https://github.com/andyholmes1210
Personal Website: https://www.tholmes.nz

A creative and quick learning Computer science major with a mixed of Software engineering, Mathematic, Statistics and Data Science knowledge. Seeking to use my skills that I've learnt from my studies, explore new ideas and expand my knowledge further. Enjoy taking on Challenging tasks, learning new things and a problem solver by heart.

PROJECTS

DATA WRANGLING, WRITTEN IN R IN JUPYTER

Using Web scraping and Web API to extract dataset creating graphs.
https://github.com/andyholmes1210/DATA201-Project

COMPUTER SYSTEMS, WRITTEN IN C

Created a playable Rock, Paper, Scissor game on a UC Funkit.
https://github.com/andyholmes1210/ENCE260---Project

WEB COMPUTING ARCHITECTURES, WRITTEN IN JAVASCRIPT/TYPESCRIPT/VUE.JS/REACT.JS/SQL

- Coded a Backend using JavaScript and MySQL and using Postman to do testing.
  https://github.com/andyholmes1210/SENG365-21-Backend
- Created and Designed Frontend of Website using Vue.js/HTML and JavaScript.
  https://github.com/andyholmes1210/SENG365-21-Frontend
- Coded a Backend using TypeScript and MySQL and using Postman to do testing.
  https://github.com/andyholmes1210/SENG365-22-Backend
- Created and Design Frontend of Website using React.js and TypeScript.
  https://github.com/andyholmes1210/SENG365-22-Frontend-

ARTIFICIAL INTELLIGENCE, WRITTEN IN PYTHON

Labs with different Algorithm that I have learnt.
https://github.com/andyholmes1210/COSC367---Artificial-Intelligence

HUMAN AND COMPUTER, SKETCHES AND DESIGNED IN MOQUPS

We designed a Flatting app using Moqups.
https://github.com/andyholmes1210/COSC368-Project

BIG DATA COMPUTING AND SYSTEMS, WRITTEN IN PYTHON IN GOOGLE COLLAB

Extracting/Analyzing Data from GDELT using GDELT 2.0 and GDELT Summary and input it into google collab. Testing code using workers/machines with Google Cloud.
https://github.com/andyholmes1210/DATA301-Project

SKILLS

PROGRAMMING LANGUAGES		TOOLS	
PYTHON	●●●●●	VSCODE	●●●●●
SQL	●●●●○	ECLIPSE	●●●●●
TYPESCRIPT	●●●●○	MATLAB	●●●●●
CSS/HTML	●●●◐○	JUPYTER	●●●●●
REACT.JS	●●●◐○	WEBSTORM	●●●●●
JAVASCRIPT	●●●○○	GOOGLE COLLAB	●●●●●
VUE.JS	●●○○○	INTELLJ IDEA	●●●●●
JAVA	●●○○○		

LANGUAGES

- **ENGLISH** ●●●●●
- **THAI** ●●●●●

EDUCATION

2019 – 2022
BACHELOR OF SCIENCE, UNIVERSITY OF CANTERBURY
- Majoring in Computer Science with a mixed of Software Engineering, Mathematics, Statistics and Data Science courses.
- Excelled in Backend/Frontend web development-based classes.
- Qualified in algorithmic based classes (Algorithms, Artificial Intelligence)
- Have a reasonable knowledge in Statistics and Data Science (Cloud computing)

ACTIVITIES/HOBBIES

- Enjoy watching sports such as Formula 1, Football and Rugby.
- Fascinated about the Cryptocurrency world and how the blockchain works.
- Love being productive and enjoy going to the gym.
- Love playing football, rugby and sometime badminton.