ARTHUR VANNAKITTIKUN

EXPERIENCE

SOFTWARE ENGINEFR

CONTACT

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PORTFOLIO WEBSITE:

HTTPS://AVANNAK.GITHUB.IO/

PROFILE

I am a passionate artist with many creative outlets. From drawing and animation, to singing, song-writing, and producing, I seek to extend my imagination into software engineering. I am looking to utilize my creative problem solving skills through writing high quality code.

SKILLS

Languages:

- JavaScript
- Java
- HTML/CSS

Frameworks/Tools:

- JQuery
- React.js
- Express.js
- Node.js

Other:

- Adobe Photoshop
- Adobe Animate
- Logic Pro X
- Self-Producer, Singer, Song-writer, and Artist

Soundcloud:

https://soundcloud.com/arthurvofficial

Youtube:

https://www.youtube.com/arthurvmusic

PERSONAL PROJECTS:

Wavyboy Synthesizer

June 2020

Constructed a synthesizer using the Tone.js framework that features EQ gain knobs, volume and reverb/delay sliders, and pitch-shifting buttons for sound customizability.

Weather Wherever:

January 2020

Dove into an introduction with APIs to create a weather app that uses user location to determine the weather using knowledge gained from previous JS and HTML/CSS related projects

Music Website:

November 2019

Constructed a song selection playlist that shows different visual transitions and special effects on-screen determined by the song choice. Made using JS, HTML/CSS, JQuery, and HTML5 audio player, (self-recorded vocals/production done with Logic Pro X).

Snakes in a i(Frame):

November 2019

Re-created the classic snake game using JS, $\mbox{HTML/CSS}$

Canvas:

September 2019

Experimented with the built-in HTML canvas and JS Math.Random to draw/animate uniform circles containing various sizes, colors, and speeds, resulting in a psychedelic-looking effect

Adulting.io:

June 2019

Developed two to-do list websites, one using only JS and HTML/CSS, and the other with React.js to design a more stylish to-do list website with captivating hover and mouse-click effects

EDUCATION

BACHELOR OF SCIENCE, MAJOR IN COMPUTER SCIENCE

SAN FRANCISCO STATE UNIVERSITY EXPECTED GRADUATION IN 2022

- Intro To Computer Programming/Java (taken)
- Data Structures (taken)
- Discrete Mathematics (taken)
- Programming Methodology (taken)
- Machine Structures (taken)
- Software Development (currently enrolled)