

# ARTHUR VANNAKITTIKUN

## SOFTWARE ENGINEER

### CONTACT

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#### PORTFOLIO WEBSITE:

[HTTPS://AVANNAK.GITHUB.IO/](https://avannaak.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
- TypeScript
- Java
- HTML/CSS

#### Other:

- Git, Github, Gitlab
- Figma
- 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>

#### Frameworks/Libraries/Tools:

- JQuery
- React.js
- Express.js
- Node.js
- Storybook.js
- Jest
- React Testing Library

### EDUCATION

#### BACHELOR OF SCIENCE, MAJOR IN COMPUTER SCIENCE

SAN FRANCISCO STATE UNIVERSITY

EXPECTED GRADUATION IN 2022

- Intro To Computer Programming/Java
- Data Structures
- Discrete Mathematics
- Programming Methodology
- Machine Structures
- Software Development

### WORK EXPERIENCE

#### Software Engineer Intern: June - August 2021 B-Stock Solutions

- **Established** team bonding and social collaboration skills operating alongside other fellow summer intern team-mates.
- **Learned** the fundamentals of Git and GitLab for efficient codebase file management and version control.
- **Teamed up** with Business Operations, Product Managers, UI/UX Product Designers, and Software Engineers to discuss company statistics and new features.
- **Developed** unit tests for front-end components using React.js, JavaScript, and Jest/Enzyme test coverage.
- **Acquired** knowledge of mocking React components using the React Testing Library.
- **Constructed** front-end components, including newly revamped icon buttons, bell notifications, and navigation bars into the front-end using team's UI/UX Designer's blueprints created from Figma. Tools used to create front-end components include: JavaScript/TypeScript, Figma, and Storybook.js.
- **Introduced** the mocking service library, Mock Service Worker (MSW) to the whole front-end team during a company meeting to improve debugging practices used in the codebase.
- **Presented** all contributions, advancements and breakthroughs to the entire company at the end of the intern program.

### PROJECTS

#### RapidHealth: March 2021 (SF Hacks Award For Best Use Of Notivize API)

Built and designed the Front-End of an award winning application that solves a world-wide health related issue, during SF Hacks 2021: Life Hacks, alongside four other team members during a span of three days.

**Check it out:** <https://devpost.com/software/sf-hacks-team>

#### 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.

**Check it out:** <https://wavyboy.herokuapp.com/>

#### 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.

**Check it out:** <https://weather-whenever.herokuapp.com/>

#### 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).

**Check it out:** <https://musickplayer.herokuapp.com/>

#### Snakes in a i(Frame): November 2019

Re-created the classic snake game using JS, HTML/CSS.

#### 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.