

Arthur Vannakittikun

Software Engineer

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GitHub: [avannak](#)

ABOUT

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

Frameworks and Tools: React.js, Express.js, Node.js, Storybook.js, Jest, React Testing Library

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>

WORK EXPERIENCE

B-Stock Solutions - Software Engineer Intern

June 2021 - August 2021

- Established team bonding and social collaboration skills operating alongside other fellow summer intern team-mates.
- Learned the fundamentals of Git and GitLab tickets and merge request branch handling 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, Styled components, 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 (SF Hacks Award For Best Use Of Notivize API)

March 2021

- 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.

Project Link: <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.

Project Link: <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.

Project Link: <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).

Project Link: <https://musicplayer.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.

EDUCATION

San Francisco State University - B.S. Computer Science

Expected Graduation in 2022

Classes Taken:

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