

(Buddy) Chawanwit Karoonyavanich

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SUMMARY

- Experience in programming in teams, and teaching in a professional environment. Highly cooperative, and eager to improve.
- B Sc. Computing and Software Systems Major, at the University of Melbourne.
- Fluent in English.
- Interested about computer science and software development.

SKILLS

Programming - Python, Java, C++, C#

Database - MYSQL

Web Dev - CSS, HTML, JavaScript, Node.js, PHP, React

App Dev - Unity, Android Studio.

WORK EXPERIENCE

Demonstrator, University of Melbourne

2019

Academic Teaching staff at the University of Melbourne.

Taught COMP10001, Foundations of Computing, a subject about the basics of Python Programming. Taught 2 workshops of ~15 University of Melbourne students each. Worked alongside professors in marking mid semester tests and final exams for this subject.

Tutoring Mathematics

2016 - 2018

One on one tutoring, Freelance.

Taught Mathematics to students in Chulalongkorn University who were undertaking "Mathematics for Economists" summer course.

PROJECT WORK

Keepr

2019

Built an item logging application for android phones, where the user takes pictures of items around their house to digitally organize and find items when needed.

- Worked in a team of 4 people: we split into a backend team and a frontend team. I was in charge of Front-end development, and had to communicate with back-end to coordinate app features.

	<ul style="list-style-type: none"> Machine Learning and image classification was implemented to suggest item labels; using <i>TensorFlow</i> libraries. Utilized <i>Android studio</i>, <i>Flask</i>, <i>Github</i>, and <i>Firebase</i>. Used <i>Airtable</i> for Project Management, and conducted project Sprints during development cycle. <p>Attack of the Pac 2019</p> <p>Built an endless racer similar to Mario Cart with retro aesthetics of Pacman.</p> <ul style="list-style-type: none"> Worked with 2 other people, git branches used to distribute tasks. Game code written in C#. Custom cel shaders written in HLSL language. Proceduarly generated terrain and game elements (i.e. enemies) Utilized <i>Unity</i> and <i>Github</i>.
<u>EDUCATION</u>	<p>Bachelor of Science: Computing and Software Systems Major 2017 - 2019</p> <p><i>The University of Melbourne</i></p> <ul style="list-style-type: none"> Weighted Average Mark of 72.8 <ul style="list-style-type: none"> Object Oriented Programming, First Class Honors (86) IT Project (Capstone subject), First Class Honors (91) Information Security and Privacy, First Class Honors (84) <p>International Baccalaureate Diploma 2014 - 2016</p> <p><i>New International School of Thailand</i></p> <ul style="list-style-type: none"> Underwent Higher-level Physics and Mathematics.
<u>EXTRA ACTIVITIES</u>	<p>Art Team Leader 2019</p> <p><i>University of Melbourne Drawing and Painting Club</i></p> <p>In charge of arranging artists for art workshops the club hosted weekly.</p> <ul style="list-style-type: none"> Manned a stall in a University Event (Festival of Nations), selling student made arts and crafts, and portrait drawings <p>Figure Drawing Instructor 2019</p> <p>Taught the basics of drawing the human figure with pencil. Held a presentation about observational drawing, then demonstrated to attendees.</p>
<u>REFERENCES</u>	References available on request