PATTARANUN AYAPRASITPHOL

JUNIOR COMPUTER ENGINEERING

I am a third-year Computer Engineering student with a passion for exploring new challenges and continuously seeking opportunities for personal growth. I am particularly interested in web design and development, which excites me and drives me to experiment with creating new and innovative web projects.

CONTACT

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EDUCATION

Bachelor of Computer Engineering   August 2022 - Now

King Mongkut's University Technology of Thonburi

GPAX: 3.60

TECHNICAL SKILL

Programming Language

- Advanced: C language
- Intermediate: Python, SQL, React, HTML, CSS, Javascript

Tools

- Advanced: Figma
- Intermediate: Google colab, Git, GitHub

LANGUAGES

- Thai (Native)
- English (Fluent)
- Japanese (Beginner)

PROJECTS EXPERIENCE

Buffet.C | Buffet restaurant system
MARCH 2023 - APRIL 2023

- Develop an ordering and stocking management system for a buffet restaurant, allowing users to easily manage and view data stored in a text file.
- Implement in C and applied data structures, including linked lists, queues, stacks, and arrays, to efficiently manage and store data.

Mastermind-solving algorithm
NOVEMBER 2023

- Mastermind is a game where players have to guess 4-colors ball by a hidden sequence based on feedback after each guess.
- Collaborated in a team of six to develop a Mastermind solving using a Genetic Algorithm, implemented in C, to efficiently determine the correct color and sequence of balls.

Analysis spotify's world wild rank
MAY 2024

- Analyzed Spotify's global ranking data using Python to explore listener behavior trends over time.
- Identified key attributes of songs likely to reach the top 50 rankings, offering insights into music popularity and trends.

Hotel Management System
APRIL 2024 - MAY 2024

- Developed a hotel management system with features such as reservations, room services, employee management, and dashboard. Built the web application for desktop using React, Tailwind CSS, Node.js, and SQL.
- Main responsibilities included UX/UI design for web pages and front-end development, implementing the designs using React to create a seamless and interactive user experience.

Zuck My Clothe project
SEPTEMBER 2024 - DECEMBER 2024

- Developed a comprehensive laundry service system that integrates a mobile application for both customers and staff, along with a web-based management platform.
- Main responsibilities included UX/UI design for the mobile application, gathering requirements, and summarizing key features.

Comcamp 34
JANUARY 2023 - APRIL 2023

- Comcamp is a camp for high school students interested in computers and aspiring to pursue a degree in Computer Engineering at KMUTT.
- As the Lead Graphic Designer, I was responsible for all design aspects of the camp, with a primary focus on creating designs for the web application, including the landing page and registration page.