Marvin Jirapongsuwan

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EDUCATION

University of Michigan, Ann Arbor   Expected**:** May 2026
B.S.E. in Computer Science   GPA: 3.86/4.0

EXPERIENCE

Database Engineer Intern   **Ann Arbor, MI**
Michigan Hillel   Sep 2023 - May 2024
- Maintained visual database Little Green Light (LGL) of over 87,000 constituent and event attendees' information records
- Validated and corrected data imported from physical spreadsheets into database to accurately track and minimize inconsistent information on sheets to improve information facilitation between departments

Web Engineer Intern   **Bangkok, Thailand**
Delta Dynamics (DDX)   Jun **-** Jul 2022
- Designed prototype website in a team of 3 on Wix with complete UI/UX design and functionality for BMW
- Coordinated and attended client meetings across different divisions to gain insight for enhanced features
- Utilized agile methodology for 2-week sprint workflow to deliver features quickly and efficiently

Data Analyst Intern   **Phrae, Thailand**
Wall's Ice Cream, Unilever   Apr 2018 - Apr 2021
- Presented and analyzed monthly performance data set of 4 ice cream truck routes; compiled orders into 39 graphs and bar charts for optimized route planning, and awareness of external factors
- Shadowed on-site workers' daily delivery through 4 routes containing over 100 stores and $4k+ orders
- Conducted onsite research on optimal ice cream delivery, storage and schedules for the SAP HANA Resource Planning System

PROJECTS

Event Planning Tool, Hangout! | [https://github.com/enternal-L/hang-out]
- Feature-rich social media app enhancing event planning experience and minimizing user miscommunication
- Real-time events monitoring, instant notifications, and support for creation, storage, and sharing of users' personalized events
- Leveraged Next.js and React for frontend with backend built on Node.js linked with MongoDB database

Manual EQ Tool, Parrot Producer | [https://github.com/masterspin/Parrot]
- Spearheaded VST plug-in that facilitates EQ for music producers, user-friendly functionality for beginners
- Instant audio processing with GUI, allowing manual tuning of Frequency, Gain, Quality and EQ
- Developed on the JUCE Framework and C++

Multimedia Fundraising Project, Astromania | [https://github.com/enternal-L/AstromaniaPhase2]
- Directed a Team of 11 consisting of Game Developers and Artists.
- Devised website hosted a game with 200+ plays and visits, earnings from competitive tournaments went to charities
- Wrote client-side dynamic pages with HTML CSS and JS, and leaderboard tracking on the backend using SQL

Heat Quantity Prediction/Analysis Website, Feel The Heat
- Led a Team of 3 to develop a website that displays past, present, and future heat map data of all countries
- Created Backend of the Website (Flask, Jinja) and Video presentation to enhance user experience
- Developed map visualization using Python with Folium, Matplotlib, Leaflet, and Geopandas

Shortest Path-finding Algorithm, findMe
- Implemented an adaptable C++ program leveraging heuristic algorithms and graph theory to efficiently find optimal paths that addresses complex route optimization problems
- Utilized arbitrary insertion and MSTs to write an efficient branch-and-bound heuristic algorithm for the Traveling Salesman Problem to assist with hypothetical drone path-finding with minimal real-world drone flight restrictions

SKILLS

Languages	C++, Python, SQL, JavaScript, Lua, MATLAB
Technologies	React, Next.js, Node.js, MongoDB, Pandas, Google Cloud
Coursework	Data Structures & Algorithms, Computer Security, Computer Organization, Discrete Math
Certificates	Google Data Analytics, AI Deep Learning Specialization, Harvard CS50: Intro to Computer Science
Awards	Dean's List (3x), University Honors (3x), Hackathon Winning Team, ANS Scholarship, Bronze Medal-ASMO