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Website: supakorn-ras.github.io

GitLab: gitlab.com/supakorn-ras

GitHub: github.com/supakorn-ras

Highlights

- Intermediate knowledge of C++, C#, .NET, Python for Scientific Computing and Qt
- Intermediate experience with Graphics Programming, OpenGL including rendering pipeline
- Beginner knowledge of Xamarin, Java and .NET WPF, and Unreal Engine 4 C++ Library
- Experience in related Visual Arts (Blender, Photoshop, Unreal Engine 4)

Education

- University of Alberta - Bachelor of Science, Specialization in Computing Science with Mathematics
 - Cumulative GPA of 3.94, Expected to graduate Spring 2021
 - Related Coursework: Algorithms, Analysis/Abstract Algebra, Probability, Video Game Design, Reinforcement Learning.

Experience

- Researcher, The Maple Lab (2019 - Present)
 - Worked on VStringFuzzX, a generator and verified equisatisfiable transformer for string problems in benchmarking Boolean Logic Solvers using Coq.
- Decima Robinson Tutor (2018 - Present)
 - Tutored and provided help for elementary Mathematics Courses including 114 (Calculus), 125 (Linear Algebra) and 209/214 (Advanced Calculus).
- Ada’s Team Tutoring (2017 - 2018)
 - Hosted weekly tutoring sessions on Algorithms, Logic, and Mathematics in Ada’s Team.
- Asymptote Developer (2017 - Present)
 - Created GUI Frontend for Asymptote, a vector graphics language.
 - Coordinated major design decisions for image rendering pipeline.
 - Created the underlying shading pipeline based on shaders.
 - Asymptote is one of the leading standards in vector graphics and mathematical computation engine. Asymptote website is at asymptote.sourceforge.net.
- University of Alberta Programming Contest (2017, 2018)
 - 2018: Finished in Division 1 - First place wise solo and Second place counting by problem solved and third place solo team out of 25+ teams.
 - 2017: Finished fourth place in Division 2 and first as a solo team.
- Exhale (2017)
 - Video game project for CMPUT 250 - Computers and Games.

- Developed overall vision, level and puzzle design for the game.
- Kattis, Project Euler, Programming Challenges (2014 - Present)
 - Ranked in the top 15 of University of Alberta Open Kattis challenge.
 - Solved various programming challenges requiring knowledge of Trees, Heaps, Dynamic Programming, graph algorithms, etc..

Awards

1. Dean's Honour Roll – Faculty of Science at University of Alberta (2017)
2. AP Scholar with Honour (2016)
3. International Student Exchange - Exchange Student to the United States from Thailand (2014)

Volunteering

- SentinelStage Projection Designer – Sentinel Secondary School (2015 - 2016)
 - Successfully planned, designed, and created digital projections for the play “The Wizard of Oz”.
 - Mentored students and peers in Computer Graphics and Programming, Design guidelines and managed technical aspects during the show.
 - Coordinated the overall projection's ideas and visions.
- Ambleside Youth Centre - Operations and Logistics (2015-2016)
 - Volunteered at Concession Stand for 35+ hours.
 - Managed operations and logistics of the youth centre.
 - Ambleside Youth Centre is one of the most popular places for schoolchildren to visit after-school in West Vancouver.

Skills

- Algorithm & Logic Design, including analysis of algorithms.
- Machine Learning, statistical regression and Computer Graphics.
- Fluent in C, C++, Python
- Fluent in LaTeX, Microsoft Office, Google Docs
- Proficient in MATLAB, C#
- Fluent speaker in Thai and English