

## Highlights

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

## Education

- University of Alberta - Bachelor of Science, Specialization in Computing Science
  - Cumulative GPA of 3.90, Expected to graduate Spring 2021
  - Related Coursework: Algorithms, Analysis/Abstract Algebra, Probability, Video Game Design.

## Experience

- Decimal Robinson Tutor (2018 - Present)
  - Tutored and provided help for elementary Mathemtaitics Courses including 114 (Calculus), 125 (Linear Algebra) and 209/214 (Advanced Calculus)
- Ada’s Team Tutoring (2017 - Present)
  - 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](https://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 Challanges (2014 - Present)
  - Ranked in the top 15 of University of Alberta Open Kattis challenge.
  - Solved various programming challges 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