

Janakitti Ratana-Rueangsri

CONTACT



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SKILLS

- TypeScript, JavaScript, HTML, CSS, Python, C, C++, SQL
- React, Angular, ExpressJS, Flask, MongoDB, Firebase, Qt
- Figma, Adobe Illustrator, Unity

ACTIVITIES

Hacker Growth Director

Waterloo EngSoc '21

- Coordinating mentorship & workshops for UWaterloo's annual EngHack hackathon
- Managing hacker applications and acceptances

Hacker + Mentor

Hack the North '18, '19, '21

- Competed in and mentored others at Canada's biggest hackathon

EDUCATION

B.Sc. Software Engineering

University of Waterloo 2019-2024

INTERESTS

- Currently taking Machine Learning course by Stanford on Coursera (taught by Andrew Ng)
- UI/UX and Logo Design
- Guitar

EXPERIENCE

DarwinAI | Fullstack Developer

Jan 2021 - present

- Working on COVID-Net initiative to integrate hospital PACS (Picture Archiving and Communication System) server with **React** web app

Providius Corp. | Software Developer

May 2020 - Aug 2020

- Built an **Angular** app using **Python**, **Flask**, and **Socket.io** to serve as a UI for Linux Traffic Control, making it more accessible to test network products
- Reduced average CPU usage of a large-scale web app **by 24%** and enabled seamless integration with third-party vendor apps by developing a custom browser in **C++**, using **Qt** and **Chromium Embedded Framework**

PROJECTS

Groupifier | Group Generator Web App

Jan 2021 - present

- Built a **React** front-end for a **Firebase Cloud Functions** app that uses graph theory to generate optimized teams from a pool of people based on individual preferences

Linklist | Website Bookmarking App

Dec 2020 - present

- Built an REST API using **ExpressJS** and integrated **MongoDB** for storing an updating bookmark and user data
- Created a multi-paged **React** and **Next.js** frontend, and implemented authentication/authorization using **JWT**

Virtolio | Yearbook Signing during COVID-19

May 2020 - present

- Developed a web service to allow students to sign yearbook virtually during COVID-19 using **Angular**, **TypeScript**, and **Bootstrap**
- Integrated **Firebase Cloud Firestore** to allow users to privately sign and receive customized yearbook messages

FedoraField | Unity Video Game

Oct 2019 - Mar 2020

- Developed a **C# Unity** game in which players interact with enemy projectiles by putting them into gravitational orbit
- Implemented audio track mixing that responds to player actions, creating an adaptive soundtrack for a unique experience