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DANUPAT KHAMNUANSIN
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EDUCATION

Bangkok, Thailand   **Chulalongkorn University**   **2014-2017 (Present)**

- Studying B.Eng. in Computer Engineering. (6 semesters) GPA: 3.27
- Undergraduate Coursework: Programming Languages, Algorithms Design, Data Structure, Computer Architecture, Computer Security, Computer Network, Operating Systems, Database Design, Systems Analysis, Distributed Systems, Neural Networks, Artificial Intelligence, Digital Image Processing, Software Engineering, Formal Languages and Finite Automata

INTERESTS

- Natural language processing (Python, NLTK, Tensorflow, Keras, Gensim)
- Full-Stack web developing (CSS, HTML, Django, Node.js, Jade/Pug, Bootstrap, Javascript)
- Chatbot application via LINE messaging API (Assistant, Reporter, Gaming)
- Machine learning (Tensorflow)
- Software Engineering (Python, Java, C++)
- Database Management (mySQL, MongoDB)

TECHNICAL EXPERIENCE

Internship

- **KASIKORN Business - Technology Group (June – July 2017)**
  Technology Innovation Department, working on internal project about word labeling on noisy social media text by using natural language processing technique.

Projects

- **[Tensorflow] CUnlp - Thai Natural Languages Processing Library** (2017)
  My senior project, implementing a python library using tensorflow about Natural Language Processing in Thai languages. ***Project ongoing***
- **[Tensorflow] NSC2018 - CUDeepCatch: Thai Plagiarism Detection** (2017)
  National Software Competition 2018 in special topics. ***Project ongoing***
- **[Python] LINE Chatbot** (2017)
  My hobby is creating many type of chatbot including assistant, reporter and gaming chatbot.
- **[Node.js/mySQL] Student Registrar Web Application** (2016)
  Implement web application including UX/UI design, authentication, database query by using Node.js and mySQL as backend databases.
- **[Swift] IV Calculator for Pokemon Go** (2016)
  IV Calculator for Pokemon GO Application. (for personal uses before official features release)
- **[Java] Game Implementation** (2015)
  JAVA languages game including UI, Graphic, Gaming Logic using MVC architectural pattern.

CAPABILITY

Languages and Technologies

- JAVA, Python, C++, C, HTML, CSS, SQL, JavaScript, Swift, Haskell, Verilog, Assembly
- Tensorflow, Keras, Gensim, Node.js, Django, NLTK, Bootstrap, LINE-API, etc.
- VScode, Pycharm, JupyterNotebook, Git, Docker, Eclipse, Xcode
- Windows, macOS, Linux

Soft skills

- Intermediate English Communication, Documents Report and Presentation, Working in groups
- Self-learning, Eager to learn new things, Positive thinking