Mahnun Saratunti

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EDUCATION

University of Glasgow

BSc Honours in Software Engineering - Computer Science

King Mongkut's Institute of Technology Ladkrabang

September 2023 - May 2025

Bangkok, Thailand

August 2021 – August 2023

Glasgow, United Kingdom

BEng in Computer Engineering - Software Engineering

• Cumulative GPA: 3.83/4.00

Relevant Courses:

- Data Structures and Algorithms
- Information Systems and Databases

- Software Engineering Principle
- Advance Object-Oriented Programming

EXPERIENCE

Amity

Front-end Developer Intern (NextJS, TypeScript, MUI)

Bangkok, Thailand

May 2023 - August 2023

- Developed a new workforce management system for Royal Thai Police
- Built components/forms/pages for evaluating KPI, creating, updating, displaying arrest warrants as well as generating arrest warrant files for export, etc.
- Integrated APIs with back-end for populating arrest warrant and dashboard data
- Fixed defects on form validations, incorrect design layouts, logical errors, and more

Projects

Kitsu.io Clone (React, Express, MongoDB) - GitHub

- Developed a MERN full-stack modern anime discovery platform that helps users track the anime they're watching, discover new anime and socialize with other users (A clone of kitsu.io)
- Utilized MongoDB Atlas as a database to store users' and animes' data
- Completed basic functionality of the websites, such as CRUD operations on user and anime collections

Manganato-cli (Go, GoColly, GoCUI) - GitHub

- Developed a Japanese manga downloader that runs on Mac's Terminal
- Used Go Colly web scraping library to collect data from manganato.com
- Used GoCUI for display the program in minimalist manners

Movie Tracker (Python, TKinter, PostgreSQL) - GitHub

- Developed a desktop GUI app for managing a movie list, using TKinter
- Retrieved movie data from TMDb API
- Stored user data in Heroku's PostgreSQL database
- Featured with light and dark mode

Multiplayer Thai Chess (Java, Java Swing) – GitHub

- Developed a Desktop Thai Chess Game using Java Swing
- Implemented many algorithms such as for capturing and checking
- Allowed players to play together via web socket

3D Projection Engine (C++) - GitHub

- Implemented simple graphics library using C++ for displaying in Mac's Terminal
- Developed an engine to display 3D shapes onto 2D the terminal screen

SKILLS

Languages: Thai (Native), English (Professional)

Programming Languages: Python, C, C++, Java, JavaScript, TypeScript, Go

Frameworks and Libraries: ReactJS, NextJS, NodeJS, ExpressJS, TailwindCSS, Material-UI, TKinter, Qt, NumPy, Java Swing

Other Tools: MongoDB, PostgreSQL, Git, GitHub, GitLab, VS Code, Apache Net Beans, Firebase, Postman, Jira, Figma