

# Mahnun Saratunti

(+44)7354587488 | ksaratunti@gmail.com

[LinkedIn](#) | [GitHub](#) | [Personal Website](#)

## EDUCATION

---

### University of Glasgow

*BSc Honours in Software Engineering – Computer Science*

Glasgow, United Kingdom

*September 2023 – May 2025*

### King Mongkut's Institute of Technology Ladkrabang

*BEng in Computer Engineering – Software Engineering*

Bangkok, Thailand

*August 2021 – August 2023*

- Cumulative GPA: 3.83/4.00

#### Relevant Courses:

- Data Structures and Algorithms
- Software Engineering Principle
- Information Systems and Databases
- 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

---

### 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 (Fluent)

**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

## INTERESTS

---

- Solving data structure and algorithm problems
- Tech updates
- Gaming