

# KASITSAK CHUPONGSTIMUN ( KASS )

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**OBJECTIVE:** Teaching Assistant position at UCSD

## EDUCATION

- University of Wisconsin-Madison Madison, WI  
B.S. Computer Sciences & Electrical Engineering - May 2018 GPA: 3.86 / 4.0
- University of California-San Diego La Jolla, CA  
M.S. Computer Sciences - Expected June 2020

## EXPERIENCE

**CODIUM - Frontend Software Engineer Intern** Bangkok, Thailand | Summer 2018

- Joined a team working on a back-office web application project for The Football Association of Thailand
- Developed a social-media-like communication and project management platform to support quick, efficient, and convenient communication between the staff of the football association
- Developed a database management system to interface with the database of football players, clubs, referees, and officials across Thailand
- Created a match events logging system that could record and store all events in a football match
- Directly communicated with the client to ensure that requirements are met and that the application is tailored to the client's exact needs

**USDA-ARS & UW Dairy Sciences Department - Software Engineer** Madison, WI | Fall 2017 – Spring 2018

- Cooperated with dairy scientists to modify IFSM, an existing dairy farm simulation program, to suit their research needs
- Implemented a new feature in IFSM that enables dairy scientists to enter a customized cow feeding ration for the simulation
- Worked with researchers across multiple universities to develop RUFAS, a modern dairy farm simulation program based on IFSM, written in Python
- RUFAS is designed to be clean and modular, allowing researchers with less programming experience to be able to integrate their own simulation routines into the program with ease
- RUFAS has a clearly-defined and customizable output module that allows users with minimal programming experience to easily select output values and export as a wide variety of formats

**DineIn - Software Engineer** Madison, WI | Spring 2018

- Part of a 6-person team using Ionic to develop DineIn, a restaurant management mobile application
- Users are able to keep track of table occupancy, employee shifts, waitlists, and reservations
- The application provides an overview of the restaurant, including important statistics

**Wisconsin Racing Formula SAE - Software Engineer** Madison, WI | Spring 2015 – Fall 2017

- Worked with the race car driver to design the user interface of the LCD display and controls on the steering wheel of the car, tailored specifically for the driver
- Programmed steering wheel LCD display and LED bar in C
- Programmed and managed the CAN communications of the steering wheel with the rest of the vehicle
- Illustrated a high-level overview diagram of every electrical connection in the car

**Mini Hangman Game - Developer** Madison, WI | Fall 2015

- Developed a 2-player hangman for the BB15 circuit board in a 4-person team, written in C
- Game is multi-player and each player has their own device, communication is done through radio

## SKILLS

- Languages English (fluent), Thai (fluent), German (basic), Mandarin (basic)
- Code Python, Javascript, Typescript, Angular, VueJS, NodeJS, HTML5, CSS3, SCSS, Ionic, Swift, Java, C, Fortran, Verilog, Jasmine, Karma, JSON, XML, SQL (proficient), C# (basic), C++ (basic)
- Software Git, MacOS Terminal, Mathematica, Matlab, Visual Studio, Xcode, SketchUp, Adobe Illustrator & Photoshop
- Other Skills UX-UI Design, Project Presentation, Client Relationships, Technical Writing