Pramoch Viriyathomrongul

https://pramoch.netlify.app https://linkedin.com/in/pramoch Email: pramoch.viriyathomrongul@gmail.com Mobile: +49-15120482131

Leipzig, Germany

Summary

Software Engineer with over 7 years of experience in web development and extended reality. 1 year of leading engineering teams at a major tech company, delivering reliable software solutions while executing projects from concept to completion.

EDUCATION

Bauhaus Universität Weimar

Master of Science in Computer Science; GPA: 1.70

Weimar, Germany Oct 2021 - Apr 2025

Mahidol University

Bachelor of Science in Information and Communication Technology; GPA: 3.00

Bangkok, Thailand Jun 2011 - May 2015

EXPERIENCE

Independent XR Developer

Leipzig, Germany

Mar 2022 - Mar 2025

Career Break

• XR Application Suite: Developed and delivered several applications including a co-located mixed-reality onboarding system, a social VR gallery showcasing non-photorealistic shading techniques, and a multi-user virtual exploration platform — featured at an IEEE conference and available on Meta Horizon Store. Projects involved scalable system design, real-time processing, and networked collaboration using C#, Unity, Photon, ShaderLab, and Meta XR SDKs.

• Stay up-to-date with XR industry trends and best software practices.

Senior Software Engineer

Agoda

Bangkok, Thailand Jul 2018 - Sep 2021

- .NET Core Migration: Led a team of 7–10 engineers in migrating a web application from old .NET Framework to .NET Core, enabling Linux server deployment. This migration yielded operational cost savings of \$1–2 million, reduced server-side latency by approximately 250ms, and cut client-side load time by about 500ms at the 90th percentile.
- GraphQL Integration: Spearheaded a team of 7–10 engineers in integrating GraphQL into the web application, achieving a 40% reduction in pull requests across both front-end and back-end repositories and accelerating market delivery timelines.
- React Architecture Rebuild: Re-engineered the website from a server-side application to a component-based React architecture, reducing server-side load times from over 1000ms to 200ms and client-side page load times from over 8000ms to 2200ms at the 90th percentile.
- TypeScript Adoption: Transitioned the client-side codebase from JavaScript to TypeScript, decreasing production bugs through static type checking and improving long-term maintainability.
- Gateway PoC: Led a proof of concept comparing Node + Apollo and Scala + Sangria frameworks, guiding the front-end department in selecting a new gateway service.
- Developed real-time graphs, metrics, alarms, and monitoring dashboards to display live system status on production servers.
- Managed responsibilities across 2 Scrum teams concurrently, ensuring efficiency and meeting the project timelines.
- Actively participated in recruitment and mentorship programs, contributing to team growth and knowledge sharing.

Software Engineer

Bangkok, Thailand Jun 2015 - Jun 2018

Agoda

- VB to C# Overhaul: Transitioned server-side code from VB to C#, dramatically reducing web service response times from seconds to milliseconds and improving integration with .NET libraries.
- Led the development of strict API coding standards across both front-end and back-end teams, which reduced bugs, minimized technical debt, and improved overall code quality.

- o Integrated a microservices architecture into the web application, enhancing performance, reducing frontend code complexity, and clarifying system responsibilities.
- Collaborated with product and technical teams to deliver high-quality software solutions, consistently meet KPIs.
- Implemented best practices such as A/B testing, code quality assurance, and the design of scalable architectures.
- o Provided on-call support to ensure system reliability and uptime.

Software Developer Internship

Chemnitz, Germany

Technische Universität Chemnitz

Jun 2014 - Aug 2014

• Embedded System: Developed an application for a hardware-in-the-loop system using the Digilent Electronics Explorer board, supporting the teaching of digital systems fundamentals and rapid prototyping techniques using C and Java.

Programming Skills

- Language: C#, Java, JavaScript, TypeScript, SQL
- Web Stack: .NET, React, Vite, GraphQL, Elasticsearch, MSSQL, SQLite, Bootstrap, Sass, jQuery, NUnit, xUnit, Jest, Mocha, Chai, Selenium, Kibana, Grafana
- XR Stack: Unity, Unity Netcode, Meta XR SDKs, XR Interaction Toolkit, Photon Engine, Git

LANGUAGES

• English: Professional working proficiency • Thai: Native proficiency