

KANWEE KIATNIKORN

San Diego, CA 91977 | Phone: 619-981-4745 | Email: kkanwee@gmail.com

LinkedIn: <https://www.linkedin.com/in/kanweekiatnikorn/>

Github: <https://github.com/kkiathub> | Portfolio: <https://kkiathub.github.io/MyPortfolio/>

SUMMARY

Software engineer with 10 years experience developing front-end and tools for Play Station Platform. Capable of design and data analysis. Willing to learn and adapt to a new system/environment.

TECHNICAL SKILLS

Application: MS Office, Access, Adobe Photoshop, Git

Programming: Visual Basic, C/C++, Delphi, JavaScript, HTML, CSS, SQL, MySQL, MongoDB

Additional Skills: jQuery, AJAX, JSON, Bootstrap, Firebase, Node Js, Express, React Js, HandleBars Js, MVC, Rest API

Platform: Windows, Unix

PROJECTS

E-Merge - A full stack web application using Javascript, HTML using MERN framework. It is an application for E-commerce reseller to come up with the competitive price of goods and services.

Link: <https://github.com/kkiathub/e-merge> | <https://e-merge-2019.herokuapp.com/>

RELEVANT EXPERIENCE

Software Engineer

Sony Computer Entertainment America

San Diego, CA

- Implemented a cinematic engine using the concept of Hierarchical State Machine to load and control the cinematic sequence.
- Developed the plug-in tool for exporting animation scenes from Motion Builder into a custom format using the Open-reality SDK. Also added an ability to insert an event marker such as sound, particle effect, and animation control markers into the animation chains.
- Assisted in the implementation of SceneGraph for the graphics system.
- Designed and implemented an online system for the Front End which consisted of network security, chat management, game setup management, and buddy list system.
- Developed Front End modules in part of menu handling, and memory card management for Play Station2 games.
- Assisted in the implementation of server that supported online feature of products.
- Built a tool to create an environment for pinball game.

Released products : Gameday and Gamebreaker for PS 2, NBA for PSP, High Velocity Bowling for PS 3.

Software Engineer, Atrium Technology Co., Ltd.,

Bangkok, Thailand

- Developed, as part of a team, OCR (Optical Character Recognition) for Thai language in part of image processing and character positioning, using Delphi and C on Microsoft Windows 95 platform.
- An integral part in developing Full Text Search Engine in part of designing user interface using Delphi on Windows 95 platform.

ACADEMIC EXPERIENCE

Application Developer, Thammasat University

Bangkok, Thailand

Built, as part of a team, Score Reporting System for the 1994 National University Sport Games at Thammasat University. The System used Informix with SQL commands under UNIX environment.

EDUCATION

May – Aug 2019

Full Stack Coding Bootcamp Certificate: UCSD Extension, San Diego, CA

A 24-week intensive program focused on gaining technical programming skills in HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL, MongoDB, Express, Handlebars.js & ReactJS.

1998 - 1999

University of Southern California, Los Angeles, CA

Master of Science in Computer Science with specialization in Multimedia and Creative Technologies.

1991 - 1995

Thammasat University

Bangkok, Thailand

Bachelor of Science in Computer Science