

Komkrit Kunanusont

Mobile Developer

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About me & Objective

I am highly **passionate about mobile app development** and would like to expand knowledge further, especially about the **proper UX process** that leads to the engineering process. I believe that such experience could be fulfilled only in the industry ecosystem that takes the UX process seriously. Therefore my objective is to acquire a **full-time job at a UX-driven company**.

Skills & Tools

Beginner
Experienced
Expert

Mobile platform: `Android` `iOS` `Flutter`

Programming: `Kotlin` `Java` `Swift` `Dart` `C#` `GraphQL` `REST`

Architecture: `Clean` `MVVM` `VIP`

Tools: `Firebase` `Bitrise` `GitLab` `Sourcetree` `Jira`

Process: `Agile methodology` `TDD`

Soft Skills: Leadership, Team Management

Certification

Design: Creation of Artifacts in Society / Coursera

May 2020

Credential: <https://www.coursera.org/account/accomplishments/certificate/GB8E9MSBL4ZV>

Experience

Urban Mobility Tech Co., Ltd / Mobile Developer Lead

Dec 2019 - PRESENT, Bangkok, Thailand

Here, I have an opportunity to play three different roles: Mobile developer team lead, Mobile developer and Product Owner.

My responsibilities as a **team lead** include

- **Leading** a tiny mobile developer team to deliver features and defect fixes as agreed with the Product Owner using Agile process.
- **Cooperating** with other development and business teams to ensure the deliverables are successfully delivered on time.
- **Ensuring** the software meets acceptance criteria from Quality Assurance before submitting.
- **Managing** and **supervising** developers in their career path development and providing support where in need.
- **Providing** technical support to incidents from the Operation side when they arise.

My responsibilities as a **developer** include

- **Deliver** features and defect fixes as agreed with the Product Owner using Agile process.
- Was the **main developer** working on **migrating** from the old version of the MuvMi application into the new version, with 80% committed in Android codebase and 50% committed in iOS.

My responsibilities as a **product owner** include

- **Managing** an internal project related to driver management system
- **Creating** a product roadmap and **discussing** with related stakeholders to be aligned on the product outcome and timeline.
- **Facilitating** the development team to ensure they can successfully deliver products as agreed with stakeholders.

Urban Mobility Tech / Senior Developer

Aug 2018 - Dec 2019, Bangkok, Thailand

- Sole Android developer on the team
- **Maintaining** all Android apps for all company products, which include
 - **MuvMi:** The main product of UMT. Urban ride-sharing application for microtransit in Bangkok using Electronic Tuk-Tuks.
 - **Tuk-Tuk Hop:** Hop on Hop off tuk-tuk booking application for tourists, operating around the old town area of Bangkok.

University of Essex & Visteon Corporation / Research Officer

(Part-time) and **Android Developer (Remote Contract)**

Sep 2016 - Nov-2017, Colchester, United Kingdom (*then continue on*)

Jan 2018 - Aug 2018, Thailand

- **Developing** an android application for UK CITE project
- **Maintaining** Everyday Travel App Android application

Education

University of Essex / M.Sc. by Dissertation: Computer Science

Passed

2017 - 2018, Colchester, United Kingdom

This is a research degree with my dissertation topic was "**Automatic Game Parameter Tuning using General Video Game Agents**".

University of Essex / M.Sc. Artificial Intelligence

Distinction

2015 - 2016, Colchester, United Kingdom

Chulalongkorn University / M.Sc. Computer Science and Information Technology

4.00 / 4.00

2014 - 2015, Bangkok, Thailand

Chulalongkorn University / B.Sc. Computer Science

3.83 / 4.00

2010 - 2014, Bangkok, Thailand