Kamolwan Kunanusont

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INTERNSHIP & JOB EXPERIENCE

16 Aug 2018 – Current **Senior Developer at Urban Mobility Tech Co., Ltd.**
- Developing and maintaining Android applications for **MuvMi**, an on-demand ridesharing first-mile last-mile service.
- Maintaining Android applications for the hop-on-hop off service name **Tuk Tuk Hop**.

Feb – 15 Aug 2018 **Freelance Android Developer**
- Developing an Android application for UK CITE project, in continuation from the previous work.
- Maintaining and improving the *Everyday Travel App* Android application, in continuation from the previous work.

Oct 2016 – Nov 2017 **Research Officer at the University of Essex**
- Maintaining and improving the *Everyday Travel App* Android application with Django Rest framework server, in partnership between the University of Essex, Visteon Engineering Corporation and Essex County Council.
- Developing an Android application for UK CITE project, in partnership between the University of Essex, Visteon Engineering Corporation and Siemens UK.

Mar - May 2014 (Internship) **PHP Developer at Thai Airways International Public Company Limited**
Developed the web-based system to summarize pilot trainee teaching fund records for Flight Deck Crew Training department.
- A PHP Web server using Apache Appserv framework.
- A user-interface application for uploading teaching records using C#.

Mar - May 2013 (Internship) **Junior Developer at the Stock Exchange of Thailand**
Assisted senior developers by developed requested applications:
- Two JSP web pages to automatically process uploaded stock data.
- A Unix script to extract specific information by regular expression.
- A Java-based application to filter relevant information from the most popular Thai web board named Pantip.com.

EDUCATION

2017 – June 2018 **M. Sc. by Dissertation in Computer Science (Passed)**
School of Computer Science and Electronic Engineering,
University of Essex, United Kingdom
Master Thesis: *Automatic Game Parameter Tuning using General Video Game Agents*

2015 – 2016 **M. Sc. in Artificial Intelligence (Distinction)**
School of Computer Science and Electronic Engineering,
University of Essex, United Kingdom

Master Thesis: *General Video Game Artificial Intelligence: Learning from Screen Capture*

2014 – 2015   **M. Sc. in Computer Science and Information Technology (GPAX 4.00)**
Department of Mathematics and Computer Science, Faculty of Science, Chulalongkorn University, Thailand

2010 – 2014   **B. Sc. in Computer Science (GPAX 3.83)**
Department of Mathematics and Computer Science, Faculty of Science, Chulalongkorn University, Thailand

PROGRAMMING SKILLS & KNOWLEDGE AREAS

- Good knowledge and experience in Android development using Java
- Good knowledge and experience in Java programming
- Experience in C# programming
- Basic knowledge and experience in Firebase for Android
- Basic knowledge and experience in Django REST API framework
- Basic knowledge and experience in Amazon Web Services usage
- Basic knowledge and experience in Python, C and C++ programming
- Basic knowledge and experience in game development using Unity game engine
- Knowledge and experience in Reinforcement Learning and Game Artificial Intelligence
- Basic knowledge and practical experience in Deep Learning and Artificial Neural Networks

FUNDING & ACADEMIC AWARDS

- Fully funded in academic fee from Visteon Engineering Corporation in 2017.
- Fully funded in academic fees from Honour Program Scholarship sponsored by Faculty of Science, Chulalongkorn University between 2011 – 2013.
- Highest GPAX student reward from department of Mathematics and Computer Science, Faculty of Science, Chulalongkorn University in 2012.

OTHER PROGRAMMING-RELATED ACTIVITIES

- Attended a prerequisite workshop and seminar hosted by the Artificial Intelligence Association of Thailand (AIAT) in preparation for the 2018 AIROBIC (AI and Robotics Innovation Contest).
- Participated in Tencent Thailand Hackathon 5 and qualified into the final round (10 last teams).
- Winner of the 2017 General Video Game Artificial Intelligence (GVGAI) learning track competition, organized in IEEE's 2017 Conference on Computational Intelligence in Games (CIG).
- Participated in Global AI Hackathon 2017 in London, assisted in a speech-recognition program development for assisting minute taking for the professional meeting with a team of 8 members.
- Participated in Global Game Jam 2017, developed a space-asteroid based game named WaveDefense with a team of 6 members.
- Participated in the 2015/16 IET Present Around the World Competition at University of Essex.
- Attended ACM International Collegiate Programming Contest (ACM-ICPC) 2013 Thailand Online round advanced into Thailand National round
- Attended ACM International Collegiate Programming Contest (ACM-ICPC) 2012 Thailand Central round, Group A.