



KOMKRIT KUNANUSONT

SOFTWARE ENGINEERING MANAGER

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ABOUT ME

I am a seasoned mobile app developer with a strong background in Android, iOS, and Flutter. What sets me apart is my recent experience in squad management, where I've successfully led cross-functional teams in agile environments. My expertise extends to product management, UX principles, and software testing, ensuring both technical excellence and user satisfaction. I'm dedicated to fostering collaboration and delivering results-driven software solutions through effective team leadership.

WORK EXPERIENCE

Lead Software Engineer (Manager)

July 2023 - Present

MuvMi - A Ridesharing Service StartUp

- Take ownership of team success metrics and actively engage in discussions related to product goals, strategies, and operational processes.
- Translate high-level strategies into detailed software technical specifications, encompassing high-fidelity frontend design, API contracts for backend systems, and comprehensive user and data flow diagrams.
- Lead cross-functional teams of 7 software engineers in agile environments, ensuring projects were consistently completed on time while maintaining high quality and value.
- Increased team's task completion rate to 100%, establishing a culture of excellence and commitment to delivering on commitments.
- Directly oversee five software engineers, conducting bi-weekly one-on-one meetings to manage performance and provide ongoing support.

Mobile Lead

Jan 2020 - June 2023

MuvMi - A Ridesharing Service StartUp

- Led and scaled a mobile development team from three to six members, building a cohesive and high-performing unit.
- Acted as the primary developer and leader in re-designing the initial MuvMi application into a new, enhanced version, showcasing strong technical and leadership skills.
- Collaborated closely with cross-functional teams to gather requirements, define project scope, and facilitate effective communication, resulting in a successful project delivery.
- Nurtured the professional growth of 4 mobile team members through mentorship and guidance, fostering a culture of continuous improvement and teamwork.
- Implemented and streamlined key processes for mobile application development, including a Git branching strategy, CI/CD pipeline setup, and release procedures, enhancing development efficiency and product quality.
- Introduced the adoption of new technologies and best practices such as Flutter for cross-platform development, Test-Driven Development (TDD), and Clean Architecture principles across all mobile platforms.
- Additionally, actively contributed to the recruitment process and stepped in as an interim QA lead during staffing transitions, illustrating adaptability and dedication to team success.

Senior Android Developer

Aug 2018 - Dec 2019

MuvMi - A Ridesharing Service StartUp

- Joined the company during its early stage when it had only three developers, becoming the sole Android developer.
- Took full responsibility for the development and maintenance of all Android applications, playing a pivotal role in shaping the mobile product direction.
- Collaborated actively with business development and the management teams to participate in product direction discussions, ensuring alignment between technical and business objectives.
- Demonstrated a commitment to user-centric development by voluntarily engaging with app users, gathering valuable feedback, and implementing improvements based on user insights.
- Initiated the creation of the company's first set of regression test cases for Android applications, ensuring product stability and reliability before release.
- Recognized the need for quality assurance (QA) and took the initiative to draft a job description, ultimately leading to the successful recruitment of the company's first QA professional.
- Volunteered to oversee iOS development when the existing iOS developer pursued a career shift, resulting in a promotion as the Mobile Lead.

Android Developer

Sep 2016 - Nov-2017, (then continue on) Jan 2018 - Aug 2018,

University of Essex (Research Officer) and Visteon Corporation (Contract)

- Worked as a part-time Android developer, contributing to two significant projects spanning from 2016 to 2018.
- Developed and maintained a daily travel application that intelligently selected optimal routes while avoiding incidents, enhancing user convenience and safety.
- Participated in a research project called CITE (Connected Intelligent Transport Environment) by developing an Android app that displayed warning signs based on GPS location, promoting road safety and awareness.

VOLUNTEER EXPERIENCE

Mentor

Nov 2022 - Present

Generation Thailand, Junior Software Developer Bootcamp (Cohort 3, 4 and 5)

- Mentorship role encompassing a wide range of activities, including:
 - Conducting CV reviews to help mentees present their skills and experiences effectively.
 - Providing project guidance and technical expertise, assisting in the successful completion of coding projects.
 - Offering interview preparation sessions, including mock interviews and feedback.
 - Hosting career clinics to address questions related to career advancement, job searches, and industry trends.
 - Extending emotional support and guidance to mentees when needed, fostering a supportive and encouraging learning environment.
- Engage with and mentor multiple cohorts, impacting the professional growth and career readiness of 15 learners.
- Empower mentees to excel in the field of software engineering, promoting continuous learning and personal development.

EDUCATION

University of Essex	University of Essex	Chulalongkorn University	Chulalongkorn University
M.Sc. by dissertation: Computer Science	M.Sc. Artificial Intelligence	M.Sc. Computer Science and Information Technology	B.Sc. Computer Science
2017 - 2018	2015 - 2016	2014 - 2015	2010 - 2014
Passed	Distinction	GPA: 4.00/4.00	GPA: 3.83/4.00