

KUNLAKAN (JEEN) CHERDCHUSILP

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CODING AND SOFTWARE SKILLS

PROGRAMMING: Java, C++, Python, and C# with Unity

WEB DEVELOPMENT: SQL, HTML, CSS, JavaScript, JQuery, JSON, and AJAX

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE & SOFTWARE ENGINEERING Expected
MINOR MATHEMATICS, GPA 3.80 March 2017

University of Washington – Bothell, WA

ASSOCIATE OF SCIENCE IN COMPUTER SCIENCE, GPA 3.85 July 2014

North Seattle College – Seattle, WA

PROJECTS

ARE YOU A POTATO DRAWER? (C++) – Collaborative Nov 2016 – Dec 2016

- Led a three-person team to research computer vision techniques to match hand drawn shapes
- Designed and implemented shape detector mechanic of the application detecting 8 different geometric shapes and 3 basic shapes correctly 80% of the time

FARM HOUSE (C#) – Collaborative Dec 2015 – Mar 2016

- Led a team of 3 students creating a 3D world and simulation of a modern house in a farmland
- Created 3D modeling of the house, furniture animations, and gaming control

WORK EXPERIENCE

COMPUTER SCIENCE & MATHEMATICS TUTOR – North Seattle College Apr 2014 – Present

- Develop teaching techniques and strategies that resulted in students having a better understanding of the concepts and enabling them to solve problems independently
- Represent the North Seattle College in collaborating with *e-tutoring*, an online tutoring platform, as a synchronous tutor helping students across North America

UNDERGRADUATE RESEARCH ASSISTANT – University of Washington Mar 2016 – Dec 2016

Research area: Game-Themed Computer Science Education

- Designed and produced a procedural API, lesson plan, and teaching material based on a pre-existing game that will be used to teach introductory coding concepts to middle school and high school students
- Refined and improved other existing lesson plans and teaching materials, resulting in the material being simplified for teachers or instructors to use without having a prior computer science knowledge
- Represented the University of Washington in collaborating with *Pacific Science Center* as a Tech/Programming Teacher in Summer Camp 2016 to teach 2 classes of 20 students using our games and teaching materials

UNDERGRADUATE RESEARCH ASSISTANT – University of Washington Jan 2016 - Dec 2016

Research area: Bioinformatics in Motif Detection and Analysis

- Researched and studied efficient strategies for finding protein network motifs to establish an effective alternative algorithm both independently and in group
- Co-implemented NemoSQL, network motif detection tool, using database engine to save all motif instances so that it can be quickly retrieved and reused, resulting in reducing work in the searching process