KUNLAKAN (JEEN) CHERDCHUSILP

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CODING AND SOFTWARE SKILLS

PROGRAMMING LANGUAGE: Java, C++, Python, C# and 68000 Assembly Language
WEB/SCRIPTING: SQL, HTML, CSS, JavaScript, JQuery, JSON, and AJAX
RELEVANT COURSES:

- Technical Writing for Computing Professionals
- Data Structures, Algorithms, and Discrete Mathematics
- Software Engineering
- Analysis and Design
- Operation System
- Management Principles for Computing Professionals (in progress)
- Database System
- Hardware and Computer Organization
- Bioinformatics
- 3D Computer Graphics
- Fundamentals of Web Media Technology

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE & SOFTWARE ENGINEERING, GPA 3.82 — Expected December 2016
MINOR MATHEMATICS
University of Washington – Bothell, WA

ASSOCIATE OF SCIENCE IN COMPUTER SCIENCE, GPA 3.85 — July 2014
North Seattle College – Seattle, WA

PROJECTS

CROW INVADERS – *Collaborative*

- Served as the analyst and architect for the Crow Invaders Game Project, a recreation of the Space Invaders with the University of Washington theme developed by a team of students.
- Responsible for designing necessary architecture for the project such as use case diagrams and descriptions, domain diagrams, activity diagrams, data flow diagrams, robustness diagrams, and sequence diagrams.

DISASSEMBLER (68000 ASSEMBLY LANGUAGE) – *Collaborative*

- Responsible for designing the program flow and implementing 30 instructions decoder for the disassembler.
- Served as the project leader for the team by developing project plans, scheduling regular team meetings, and monitoring progress along with tracking task-completion.
- Created test cases and tested the software, and constantly updated testing report.

PROFESSIONAL EXPERIENCE

UNDERGRADUATE RESEARCH ASSISTANT – University of Washington, Bothell, WA — March 2016 - Present
Research area: Game-Themed Computer Science Education

- Design and create functional API for a tower defense game, Hug the Line (HTL)
- Refine lesson plan and teaching materials for HTL to support over 30 hours of instruction to teach java programming.
- Improve CORRUPTED game, Bubble-Blast-like game, teaching material and labs.
- Represented the University of Washington to collaborate with Pacific Science Center as a Tech/Programming Teacher for Java Coding and Video Games Summer Camp 2016 using the CORRUPTED game and teaching material.

UNDERGRADUATE RESEARCH ASSISTANT – University of Washington, Bothell, WA — January 2016 - Present
Research area: Bioinformatics in Motif Detection and Analysis

- Research and study the efficient strategy for finding protein network motifs
- Implement network motif detection tool using C++, Python, and SQL.

COMPUTER SCIENCE & MATHEMATIC TUTOR – North Seattle College, Seattle, WA — April 2014 – Present

- Listen to students' problem carefully and guide them 1:1 with concepts and assignment.
- Develop learning technique and strategies that resulted in student having a better understanding of the materials.
- Represent the institution in collaborating with *e-tutoring*, online tutoring platform, as an online tutor.