

# PETER D'PONG

SORAPHOJ DAMRONGPIRIYAPONG

peter.damrongpiriyapong@mail.utoronto.ca

(647) 636-0058

Toronto, Ontario

peterdpong.github.io

## EDUCATION

University of Toronto: Computer Engineering

2019 - Present

Bachelor of Applied Science – CGPA 3.87

Expected Graduation: May 2024

## SKILLS

- Experience programming in Kotlin, C++, and C
- Android Studio
- Godot with GDScript
- Javascript, CSS, HTML

## PROJECTS

Checked Android App – Kotlin, Jetpack, Room Database, MVVM

May 2020

- Built a **native** Android app which allowed users to create and manage daily tasks.
- Designed and implemented a **Room Database** and **Repository** in order to store and save data locally on the device.
- Followed and applied **MVVM** architecture which resulted in isolation of non-UI logic in fragment and activity classes.
- Utilized system explicit **Intents** to request app actions to deliver a broadcast allowing the app to directly compose emails, and open URLs.

Prototype 2D Dungeon Game – GDScript, Godot Engine

Jun 2020

- Implemented player **movement** system and **animations** resulting in a player-controlled character and direction-based animations.
- Programmed hit and hurt boxes on players and enemies in order to detect box **collisions** indicating a hit on an entity.
- Designed and programmed a **health** and **damage** systems to detect player and enemy state and produce a more fleshed out game.

Orthello Console Game and AI – C for APS105

Jan 2020 – Apr 2020

- Designed game logic and move finding algorithm based on looking ahead and heuristics which resulted in the AI placing **9<sup>th</sup>** in the class.
- Researched and implemented algorithms like **Mini-Max** to predict future moves and choose best moves which resulted in a stronger AI.
- Planned and investigated **heuristics** such as emphasis on corner slots and opponent mobility enabling the AI to find the best move given any board state.

## EXPERIENCES

Team Leader – APS111 ESP Design Team

Sept 2019 – Jan 2020

- **Collaborated** with team members to **develop** and **design** a solution to help protect Toronto Island residents from flooding threats.
- Showed **leadership** abilities through **organizing** meetings/work session and **facilitating discussion** regarding important decisions resulting in more productive meetings.
- Assigned and **managed** group tasks making sure the team was on task resulting for all deadlines to be met.

Sales Associate – Royal Ontario Museum Boutique

Aug 2017 - Present

- Ran checkout using POS system and received payments
- Ran audits throughout the day and restocked items on the floor
- Maintained displays and conducted recovery after store hours
- Promoted offers and assisted up to 125 customers per day