

KRITAPAS NIMTRAKUL

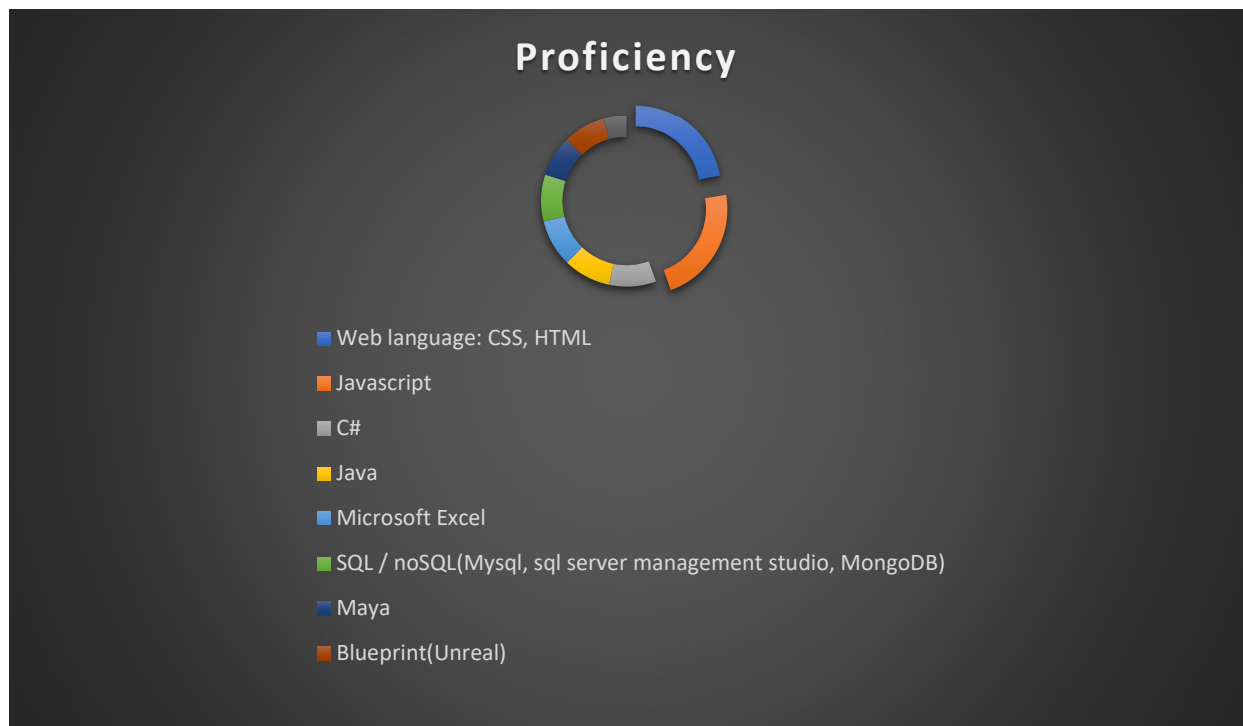
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SKILLS



PROJECT:

VR Interaction Design – size 1 person (9 weeks)

- Using Unreal VR blueprint to create series of interaction for research program to explore the limit of interaction in VR.
- Transition everyday life action into virtual world interaction.

React website – size 1 person(3weeks)

- Using React and MVC model to create a website that pulls open source data and rearrange the data for easier visibility and new information.

Swift IPad application – size 1 person(3weeks)

- Using swift and spotify SDK to link spotify application account to the application and pull data to display more information.

Meet your baker (MicroRTS) – size 4 people (12 weeks)

- Create multiplayer game using JavaScript and phaser.js
- Using socket.io for networking
- Node.js for version control
- Explore the essence of RTS game

Data visualization – size 1 person(3weeks)

- Import music/ sound from available source and pulling the frequency of the data to display on the screen using canvas.
- Analyzing the set of frequency and create shape/ ripple based on it.

StarCrossedCommunications – size 4 people (4-5 weeks)

- Making the basis for the game that uses frequency for the input to assign score for the player.

CURRENTLY WORKING ON:

- More web development

LOOKING FOR:

- Jobs(OPT) / Opportunities

EDUCATION:

- Rochester Institute of Technology, Rochester, NY
- Bachelor of Science in New Media Interactive Development
- Graduated Fall 2019

PAST INTERNSHIP:

NETPIE – create frontend user interface for user landing on the homepage

Guru-services

- Uses Java and Database (SQL and noSQL) to bug fixing existing project after PA
- Create React web application that pulls data from Elasticsearch and display in a formatted table.

ACTIVITIES & INTERESTS:

Member of the RIT Electronic Game Society from 2015 - present