



PANADDA LUCKANANUKUL

ROBOTICS AND AI ENGINEERING

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EDUCATION

- BACHELOR'S DEGREE**
KING MONGKUT'S INSTITUTE OF
TECHNOLOGY LADKRABANG
2019 - PRESENT
- HIGH SCHOOL**
SAINT JOSEPH BANGNA SCHOOL
2006 - 2018

SKILLS

HTML / CSS / JAVASCRIPT
C / C++
FIGMA
ADOBE XD
ADOBE PHOTOSHOP
ADOBE ILLUSTRATOR
ADOBE PREMIERE PRO
AUTODESK FUSION360
AUTODESK 3DS MAX
SOLIDWORKS
BLENDER
SKETCH UP
UNITY
PROCREATE
MICROSOFT OFFICE

LANGUAGES

THAI
ENGLISH

PROFILE

I'm a robotics and artificial intelligence engineering student, at KMITL. I'm interested in working as a UX/UI designer and have some design and coding experience. I am able to collaborate with people and am constantly eager to learn new things.

PROJECTS

- HOME CARE APPLICATION** 2021
Conduct user research, such as personas, user empathy, and user journeys, to learn about users' requirements, experiences, habits, and goals. And then utilize Figma to prototype home care apps based on this information.
- FOOD APPLICATION** 2021
Designed and prototyped a recipe and cooking software in Adobe XD that can tell you how many calories, carbs, protein, and fats are in any food. It's a project for the UX/UI Designer course.
- ARVR PROJECT** 2020
Create a virtual game inspired by SquidGame by creating a 3D model in SketchUp and using it to create a game in Unity.
- MOBILE ROBOT** 2020
Connect the kaeobot to the room and watch the robot move around. The robot should then be equipped with a webcam, and create animations in Blender to mimic real-life photos.
- PILLS CLASSIFICATION** 2020
Classification of generic household drug by using YOLOv5, Collect dataset and border by using Roboflow.
- COLOR SORTING MACHINE** 2019
Sort the color of the boxes using Arduino and color sensor and separate colors according to the color of the box using robot arm.
- SEAGATE PROJECT** 2019
Analyze the data of the seagate mobile robot and to process movement by their position and path