



# 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 am a robotics and artificial intelligence engineering student at KMITL. I'm interested in working as a UX/UI designer and have design and coding experience. I am able to collaborate with people and 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