

# MUHAMMAD MAPPANYOMPA



## CONTACT

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Fukuoka



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## PERSONAL SUMMARY

Self learning in web development and currently learning front-end part around 5 months of experience. Previously focused on interactive computer graphics and animation techniques for 2 years.

## SPECIALIZATIONS

- Web design, Web developer (Front-end)
- Interactive motion control using OpenGL programming

## WORK EXPERIENCE

- Part-time at Yamato Transport ヤマト運輸
  - Re-arrange and organize logistics shipping items.

## CERTIFICATE

- Responsive Web Design
  - FreeCodeCamp Issued 17 August 2021  
<https://www.freecodecamp.org/certification/muhmp/responsive-web-design>

## EDUCATION HISTORY

### Hasanuddin University

Bachelor of Science in Computer Science | 2014 - 2018

- Undergraduate Thesis:
  - Visualization of Human Motion in Computer Animation Using Interpolation
- Short Course program during undergraduate student:
  - Research students in Kyushu Institute of Technology, Department of Creative Informatics led by Associate Professor Masaki Oshita to work on research area in interactive computer animation techniques in 2018

### Kyushu Institute of Technology

Master of Engineering | 2019 - 2021

- Master Thesis:
  - Responsive Motion Transition for Interactive Control of Walking Motion
- Project Research during master student:
  - Completed project research during Master student in Developing a Human motion using motion capture Optitrack system motive optical motion capture software in 2020

### 愛和外語学院 (Aiwa Language Institute)

- Japanese language school | April 2021 - Now

## TECNICAL SKILLS

### Websites

- Markup language for web development using HTML, HTML5, CSS, JavaScript
- JavaScript framework library React Js
- Prototype UI/UX design using Figma

### Programming languages

- Java, c++, object-oriented programming, developing, debugging code, and designing interfaces

### Computer Graphics

Interactive computer animation using OpenGL programming using C++

- Motion control interface using Motion Capture
- Beginner at game development using Unity