

Tatpol Samakpong

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SOFTWARE ENGINEER

A self-motivated Software Engineer with a strong passion for keeping up-to-date with the latest trends and technologies in software engineering. Experienced in developing high-quality Android applications using Kotlin, and collaborating with teams during an internship to build new features and ensure optimal performance. Skilled in building responsive web frontends using technologies such as Next.js. Has experience participating in agile development processes. Able to work collaboratively with teams, and driven to continuously learn and improve skills.

PROFESSIONAL EXPERIENCE

Cooperative Internship at LINE MAN Wongnai

Jun 2022 - Nov 2022

Software Engineer, Android

- Contributed to the development of Wongnai POS application for Android platform.
- Played a key role in developing the auto-accept mode feature, which streamlined the delivery order process by automatically accepting orders.
- Work on various types of assigned tasks in an Agile development process environment, such as developing features, implementing improvements such as refactoring, and fixing bugs.
- Worked on a project using the latest Android development technologies, such as Android Architecture Component, MVVM architectural design pattern with Clean Architecture, and the Kotlin programming language. Ensured high scalability and maintainability of the application.

Internship at Sellsuki

May 2021 - Jul 2021

Web Frontend Developer - Internship

- Collaborated with team members to develop an OMS system that streamlined the sales process for online businesses.
 - Implemented features and improvements focused on frontend using Vue.js, Vuex, and Vuetify.
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SOFTWARE PROJECTS

Remote telescope control through a web application for astrophotography (Graduation Project)

- Create plugin written in C# for N.I.N.A software to make use of actual application logic through software provided interface backed by MEF of .NET Framework.
- Plugin can command N.I.N.A software as using it normally. Listen for input from web to perform action such as slewing, cooling/warming camera, take exposure by connecting to WebSocket server.

LocaNote (Mobile Software Development Course Project)

- A note-taking application with an in-app map that displays the position of each entry taken.
 - Integration with the Google Maps Platform involved the use of the Maps SDK for Android and the Directions API.
 - The application was implemented on Android using Kotlin and the MVVM architectural design pattern.
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EDUCATION

Kasetsart University

Bachelor of Engineering in Software and Knowledge Engineering