Phutanate Pisutsin

pearlphutanate@gmail.com

linkedin.com/in/Phutanate pearlpisut.github.io

EDUCATION

The Chinese University of Hong Kong

Sep 2021 - May 2025

B.Sc. in Computer Science | **CGPA**: 3.73/4.00.

IELTS: 8.0, HSK Lv. II

Honors & Awards: Dean's List, Master's List, Honors at Entrance.

Highlighted Coursework: OOP, Data Structures, Software Engineering, Algorithms Design & Analysis,

Stats & Probabilities, Operating Systems, Database Systems.

The University of Toronto (Exchange semester)

Jan 2024 - May 2024

Highlighted Coursework: Artificial Intelligence, Principle of Programming Languages

WORK EXPERIENCE

Pantheon Lab Limited Hong Kong

Full Stack Developer Intern

Jun - Aug 2023

- Applied ReactJS to convert 20+ new features and UI designs into 3 web apps: Aidol Studio, MatchAI, Pantheon Lab.
- Created TypeGraphQL APIs to enable mass-email sending in Amazon SES, increasing the daily sending limit by 20x from 100 to 2,000 emails.
- Developed mutation queries in Apollo GraphQL to interact with PostgreSQL database via Prisma to allow essential account config features in a product with 4,000+ active users.
- Used Jira, Git, Docker, and Sourcetree to effectively collaborate with 10+ developers in the Agile environment.

PROJECTS & EXTRACURRICULAR

Competitive programming (C++/Python) - personal - Leetcode

Mar 2022 - current

Sales Systems Application - course project (group) - Github

Dec 2023

- Developed SQL queries for 3 interfaces and 10+ operations in Linux environment to create a sales systems simulator.
- Created Java packages and program to interact with MySQL sever connected via JDBC driver.

Pathfinding Visualizer - personal - Github

Sep 2023

- Applied A* Search and Dijkstra's algorithms to implement the shortest-path finder at 100% precision.
- Developed the program and GUI in Python with Pygame where users can select start, end points and place walls.

BattleGo! Multiplayer Game - course project (group) - Github

Mar - May 2023

- Led a team of 5: organized meeting; distributed tasks; merged game-logic, frontend, backend, and server codes.
- Used MERN stack (MongoDB, ExpressJS, ReactJS, NodeJS) to create RESTful APIs, authentications, database connections, and game interfaces.
- Tested API endpoints and CRUD operations with Postman and prepared Blackbox and Whitebox testing documents.

Full-Stack Course Review Blog - personal - Github

Mar 2023

- Used ReactJS and Hooks: State/Effect/Ref/Context, to enable theme toggling, blog navigation, and search bar.
- Developed backend and admin system in Django Python with SQLite database.

LEADERSHIP

President - Thai Students Associations

Feb 2023 - Feb 2024

- Chaired the 2nd cabinet of the association, involving 40+ members and 6 executive committees.
- Organized Thai cultural events with 70% participation of foreign students promoting cultural exchanges and bonding.

Executive Committee - International Students Associations

Feb 2022 - Feb 2023

- Designed and organized 3 events for over 300 attendees from 20+ countries whilst managing a budget of 20,000+HKD.
- Created automated tools with Javascript to facilitate new member registration, fastening the process by over 50%.
- Boosted the association's social media following by 55% through reels and podcasts production.

SKILLS & INTERESTS

Languages: C/C++ · Java · Python · Javascript · Typescript · SQL Web dev: HTML & CSS · NodeJS · ReactJS · Bootstrap · Tailwind

Technologies: Git · Linux · PostgreSQL · MongoDB · Django · Prisma · GraphQL · Docker · LaTex