Prom Jack Sirisukha (PJ)

Email: pj.sirisukha.nz@gmail.com
Mobile: (+64) 022-356-4820
Address: Auckland
GitHub: https://github.com/pjsiri
Website: https://pjsirisukha.com/
LinkedIn: https://linkedin.com/in/prom-jack-sirisukha

Career Objective

My career objective is to become a full-stack developer, leveraging my passion for both front-end and back-end development to create innovative and efficient solutions.

I'm an avid coder and problem solver, I thrive on tackling coding projects, and constantly seeking efficient and innovative solutions. I am driven by the exhilaration of unravelling coding challenges and witnessing the final product come together seamlessly. Additionally, I prioritise maintain a healthy work-life balance by engaging hobbies such as cooking, listening to music, gaming, and staying active at the gym.

Skills Summary

Front-end Development

Proficient in implementing responsive design techniques such as media queries, flexible grid systems, and CSS frameworks. I have successfully resolved issues with my personal portfolio website resulting in improved user experience and accessibility.

Learning

Recently, I was tasked to learn and develop a noise removing application for noisy images. I quickly acquired new skills through research on noise removal techniques and algorithms. By applying my learning skills, I successfully created a functional noise removing application that utilising median filtering. This application can be found on my GitHub.

User Experience

Developed strong user experience skills while designing a student job seeking app using Figma for an IT project management class. I conducted user research and utilised iterative testing and feedback from my team to create a user-friendly interface. Resulting in a seamless user

experience. Figma prototypes can be found on my portfolio website. Additionally, I have applied my user experience skills to other projects such as designing a Java Chess Game.

Communication

Demonstrated strong communication skill while developing a multi-threading program a mobile virus simulator. Encountering a complex race condition, I recognised the importance of seeking for help and effectively communicating the problem to teaching assistants, providing detailed information about the bug. Through clear and concise communication, I have resolved the issue by implementing synchronisation techniques. This experience not only enhanced my technical coding skills but also improved my ability to effectively communicate complex technical issues.

Experience

Produce Assistant - Countdown November 2021 - February 2022

I worked as a produce assistant for the summer. I was tasked with handling daily quality checks of produce and maintaining a clean station.

Education

Bachelor of Computer and Information Sciences - February 2022 - Present
Auckland University of Technology, Auckland CBD (Graduating 2024)
Majoring in Computer Science and Software Development

GPA: 7.25

Technical Skills

Java

- Developed a strong foundation in object-oriented programming principles through the development of personal projects.
- Experienced in developing a graphical user interface applicating using Java, including projects such as a maze program using breadth-first search (GitHub).
- Proficient in identifying and addressing code smells to ensure clean code.

Python

- Proficient in Python, with a strong emphasis on data analysis and manipulation.
- Knowledge of utilising Python libraries such as Matplotlib and Seaborn for data visualisation, for identifying outliers and patterns.
- Experienced in data cleaning techniques such as handling missing values and addressing imbalanced datasets.

Other languages I have used: C, SQL.
Tools I have used: Eclipse, NetBeans, Jupyter Notebook, Visual Studio Code, MySQL, GitHub.

Personal Projects

AI Chess Game (Java)

I collaborated with a friend to develop a chess AI project using a minimax algorithm with alpha-beta pruning. The minimax algorithm is a decision-making algorithm, where in our project, it was used to evaluate the potential moves in each chess position and assign scores of each position based on factors such as piece values and board control. Using alpha-beta pruning, improved the decision-making process. Additionally, I incorporated an embedded database to store saved game files and maintain a history of chess moves. We utilised GitHub as our version control system, leveraging its features such as branches and pull requests for seamless collaboration and progress tracking.

Tools Used: GitHub, NetBeans

Mobile Phone Virus Transmission Simulation (Java)

I developed a mobile virus simulator in Java with the goal of studying the spread of viruses in a mobile network. I leverage multi-threading and synchronisation techniques for an efficient execution. By implementing multi-threading, I was able to simultaneous spread the viruses across multiple mobile phones, which mimics real-world scenarios. To prevent race conditions, I employed synchronisation on the repair shop object to ensure only one could be repaired at a time. This project allowed me to deepen my understanding of concurrent programming and enhance my java programming skills.

Tools Used: NetBeans

Full details on GitHub: https://github.com/pjsiri

Interests

I have a strong interest in cooking. Over the summer holiday, I dedicated time to learn how to make butter chicken, experimenting with different recipes and variations. I enjoy trying out new recipes and techniques from online resources and appreciate the art of food presentation. I'm open to learn different cultural cuisines and techniques.