PETHPRANEE (PLOY) UNCHIT

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EDUCATION

Indiana University, Bloomington, IN   December 2022
Bachelor of Science in Computer Science   Cumulative GPA: 3.162
Specialization: Software Engineering
Minor: Virtual Reality
Relevant Coursework: iOS Development, Distributed Systems, Database Concepts, Intro to Algorithm Design and Analysis

WORK EXPERIENCE

Liberty Mutual Insurance, Indianapolis, IN   May 2022-Aug 2022
TechStart Intern
- Simplify end user experience by integrating third party electronic signature application into Salesforce
- Conduct investigation of existing code to evaluate for potential tech debt
- Discuss business use case with product owner and stakeholders
- Utilized agile principles to coordinate work with team of 6 developers, 2 business analysts, product owner, scrum master

IU Luddy Living Learning Center, Bloomington, IN   Aug 2020-May 2022
Lead Peer Mentor
- Planned monthly community bonding events and programming workshops in the makerspace
- Mentored 100 freshmen in the Luddy School of Informatics, Computing, and Engineering
- Worked closely with the Associate Director on growing the community to 50 more students

IU Center of Excellence for Women & Technology, Bloomington, IN   Sept 2019-April 2020
3D Printing & Design Intern
- Developed proficiency in TinkerCAD, Ultimaker Cura, MakerBot printers, WebVR (Glitch), and Photogrammetry in order to lead workshops for over 150 IU students, faculty, and staff total
- Advocated for women and underrepresented groups skilled in 3D printing & design

Salesforce, Indianapolis, IN   June 2019-Aug 2019
Intern
- Created a Splunk dashboard with SQL script deployment data via Script Applicator to understand and visualize the usage of SQL scripts in the Marketing Cloud
- Worked in Agile environment with product owner and stakeholders

Nextech, Indianapolis, IN   June 2018-July 2018
Intern
- Participated in a coding bootcamp for 3 weeks (taught by Kenzie Academy)
- Placed top 3 in a portfolio website contest
- Presented phishing research presentation to Eli Lilly cyber security mentor and the InfoSec VP

TECHNICAL SKILLS

Languages: Java, Python, R, Swift, C#, Racket, SQL, SOQL
Platforms: Microsoft Windows, MacOS
Web Development: HTML, CSS, Javascript, JSON
Design Tools: Adobe Photoshop, Adobe Dreamweaver, Adobe Lightroom, Adobe Premiere Pro, Adobe After Effects, Figma
Misc: Splunk, Unity, Glitch (WebVR), React

PROJECTS

Car Racing Game - Intro to Virtual Reality   Fall 2021
- Featured 3rd person smooth camera angle car tracking script, driving script with acceleration, nitro speed, rotating speed, etc
- Tools: Unity, Blender, C#