ANDREW PUNGPRAKEARTI
FULL STACK DEVELOPER

EXPERIENCE

Front End Web Development Intern
Faneron Inc.
November 2018 - present

- Refactored an existing production JAMstack code base.
- Fetched data from APIs, such as Contentful using GraphQL queries.
- Used Gatsby and React Portals to create reusable components.
- Created dynamic visualizations from user data.
- Used React to create styled components that matched design mockups.

Digital Effects Artist
Nimble Collective
October 2016 - August 2017

- Used compositing techniques to fix rendering issues and added effects to compliment story telling.
- Worked remotely using proprietary cloud based platform.

Stereoscopic Image Finaling Lead / Surfacing Artist
DreamWorks Animation
July 2008 - February 2015

- Worked on over 30 motion pictures.
- Used compositing techniques, 3D projection, digital paint, and articulated rotoscope to fix rendering errors and add polish to shots.
- Fixed stereoscopic issues that caused distracting and nauseating effects when viewed.
- Textured 3D assets and rendered using proprietary renderer.
- Created, documented, and maintained several Python scripts and Linux tutorials on DreamWorks' internal website.

PROJECTS

react-jobly.herokuapp.com

- React front end
- Express back end

SKILLS

JavaScript	Python	PostgreSQL
React	Flask	GraphQL
Redux	SQLAlchemy	Git
Gatsby	Express	CSS
JQuery	Node.js	SASS

EDUCATION

Rithm School
Full Stack Web Development
2018 - 2019

- In person 17 week accelerated front end and back end web development course.
- Created over 30 web applications in several frameworks.

Academy of Art University
Bachelor of Arts in Visual Effects
2002 - 2007

- Curriculum included compositing, matte painting, particles, MEL scripting, editing, match moving, modeling, and animation.

CONTACT

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