

Thithada Islam



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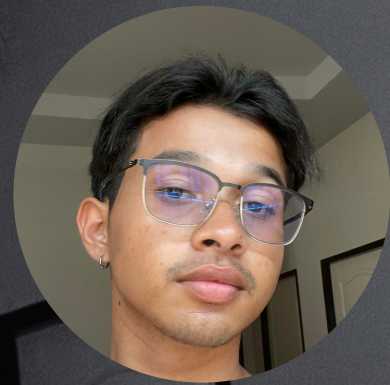
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ABOUT ME

I'm a Software Engineering student with growing interest in DevOps and automation. I enjoy learning about different technologies and how teams collaborate to build and deploy software efficiently. Looking for an internship opportunity to expand my knowledge, contribute to projects, and learn from experienced professionals in a team environment.

EDUCATION

Software Engineering
University of Phayao
2023 - Present
GPA 3.39

INTERESTS

- Fitness & Exercise
- Travel & Adventure
- Finance & Business
- Reading Books
- Self-Development
- Gaming

SKILLS & TOOLS

- JavaScript, TypeScript, Python, GDScript, HTML, CSS
- React, Vue.js, Node.js, Next.js, Tailwind CSS
- MySQL, Godot Engine
- Git, GitHub, Postman

PROJECTS

Maintenance UP (Team Project)

2023

Role: Frontend & Backend Developer

Tech Stack: NextJS, Node.js, MySQL

A facility maintenance request and tracking system on campus. Developed user interface components and API endpoints for request management.

Learned: Team collaboration with Git, API integration, database design, and agile development workflow.

Autocar (Team Project)

2024

Role: Frontend & Backend Developer

Tech Stack: NextJS, Node.js, sql, TiDB

A repair-tracking system for personal vehicles. Built notification features and real-time status update functionality.

Learned: Real-time data handling and effective team collaboration for improved user experience.

Nutrition Analysis (Team Project)

2025

Role: Frontend & Backend Developer

Tech Stack: NextJS, Prisma (ORM), PostgreSQL

A system to collect and analyze daily caloric intake. Implemented data visualization and user management features.

Learned: Data processing, team project management, and full-stack development workflow.

HowTheCat (Solo Project, Ongoing)

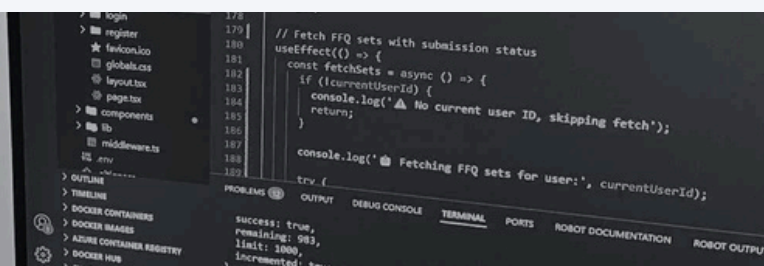
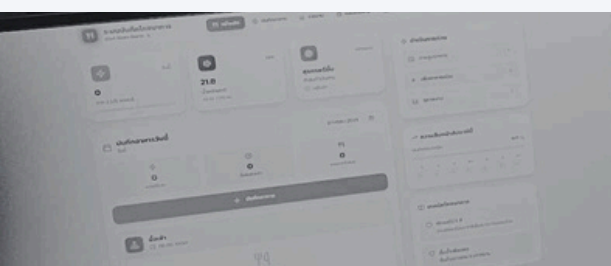
2025

Role: Game Developer

Tech Stack: GDScript, Godot Engine

A 2D farming simulation game built from scratch. Implemented game mechanics, physics, and user interaction systems.

Learned: Independent problem-solving, project planning, game engine development, and solo development lifecycle.



My Site

