Kamol Treewatchararat

Phone: 1-424-236-1824 Mail: kamol@tholapz.com Website: www.tholapz.com

Employment

Front-End Software Engineer (contract) at Rule the Sale, Los Angeles   **2013**

- Improve page load time by 11% by optimizing Mustache front-end templates
- Reduce database accesses per user request in half by refactoring select statements

Node.js Software Engineer at HLP LLC, Thailand   **2012**

- Add 3 new features to Molome's Administration System
- Improve overall content loading speed by 35% by developing Web API Server using Node.JS
- Develop customized Wordpress Theme for HLP corporate website
- Develop shortcut link that execute package deploy script on Amazon EC2
- Migrate MySQL Data Server to PostgreSQL Data Server

C# Software Engineer at Charoen Pokphand Food   **2011**
- Develop in-house template engine for C#.NET framework
- Utilize Open Source KML Geospatial data to develop new strategic resource planning software

Java Software Engineer at Thomson Reuters   **2010**
- Develop and Test Software Components for Single Sign-On service
- Write an automated package deployment script using Unix Bash shell script

C++ Software Engineer (Internship) at Belgium SIRRIS institute   **2009**
- Improve numerical computation time by 30% using interprocess communication with shared memory

Education

University of Southern California   **Fall 2012-Fall 2013**

- M.S. in Computer Science

Assumption University   **Fall 2006-Spring 2010**

- B.Eng. in Computer and Network Engineering (Honorary Award, Cum Laude)

Skills and Technologies

Languages English: Fluent, Thai: Fluent, Mandarin Chinese: Intermediate

Programming C/C++; C#.NET, Java, SQL, JavaScript, PHP, Python, Ruby, Lua, Processing

Framework Silverlight, Zend, CodeIgniter, Symfony 2, Wordpress, Drupal, Magento, Unity3D, UnrealEngine, Bootstrap, jQuery, Django, Node.JS, OpenGL, J2EE, Android SDK

Projects

Leap Motion Device-enabled 3D modeling tool   **2013**

- Leap Motion SDK; ThreeJS; Catmull-Rom cubic spline; export to .PLY, .STL, .OBJ, and JSON

Advanced Game Project: Fat loot   **2013**
- Design prototype map in UDK
- Evaluate technical feasibility of proposing gameplays and mechanics
- Analyze playtest and usability feedbacks to incrementally improve overall gameplay satisfaction