# Krissada Sarawit

# Software Engineer

krissada.srw@gmail.com | +66852029098

#### EDUCATION

## King Mongkut's Institute of Technology Ladkrabang

Bangkok, Thailand 2020 - 2024

Computer Engineering Bachelors

GPA: 3.65

#### EXPERIENCE

### Donuts Bangkok | Backend Developer Internship

Bangkok, Thailand | Mar 2023 - July 2023

- Develop and maintain backend features for the Vibie Live mobile streaming application.
- Design, build, and optimize backend RESTful APIs using Golang.
- Troubleshoot and resolve backend issues, ensuring optimal application performance and user experience.

#### SKILLS

Programming Languages: C, C++, C#, Java, Golang, Dart, SQL, Bash, Python, Lua, JavaScript, Type-

Script, HTML, CSS

Libraries/Frameworks: GoFiber, Django, Flask, Flutter, React, Express

Tools / Platforms: Linux, Git, Docker, Google Cloud Platform, Microsoft Azure, AWS, Kuber-

netes, Github Actions CI/CD, Nvim, Tmux

Databases: SQLite, Redis, Mongo, Postgresql

#### PROJECTS / OPEN-SOURCE

#### **ReceiptWise**

Flutter, Bloc, Sqlite, Go, Fiber, Postgresql

Mobile application project for summarizing income and expenses from money transfer slips built with Flutter, using Bloc for state management with Sqlite mobile database. API server is built with GoFiber with Postgresql database. Designed with hexagonal and clean architecture

#### Thai temple name web crawler

Flask, NextJs

Flask api server using regular expression to extract Thai template name from the website.

# Hotel Booking Web App

 $Type Script,\ Express,\ Mongo DB,\ React$ 

Collaborated on a backend team for a Hotel Booking web app using Nodejs, Express, React, and MongoDB

#### Spider Solitaire Card Game

Java

Collaborated on a team project to build a Spider Solitaire card game using Java, as a OOP assignment project

# Summary Selling Website

Django, Sqlite, HTML, CSS

Created the backend for a commercial website using Django Framework and Sqlite.

2D SFML Game SFML, C++

Developed 2D game using SFML in C and C++, as part of my Fundamental Programming assignment