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About me

Currently, I work as a software engineer at KBTG. I have interests and passions for innovations and technologies that will impact everyday life and improve our standard of living. I have an experience in designing software architecture, building micro-services utilizing various cloud platform.

Skills

- **Programming Languages:** Go, Bash/Shell Script, Python, JavaScript, Java, C, C++
- **Software Frameworks:** Gin Web Framework, Chi router
- **DevOps:** Kubernetes, Docker, Jenkins, GitLab CI, Github Actions
- **Cloud Platforms:** Google Cloud Platform, HUAWEI CLOUD
- **Others:** LINE API, LINE Beacon, SQL, MongoDB, Redis

Work experiences

KASIKORN Labs, KASIKORN Business-Technology Group – Innovation Engineer **2019 - present**

- Work on server-side and infrastructure of various innovation software projects within the company.
- Responsible for designing software architecture of various projects.
- Design and develop micro-services with RESTful APIs, and use Kubernetes.
- Build applications utilizing cloud platforms such as Google Cloud Platform and HUAWEI Cloud.
- Develop CI/CD pipelines for applications using Jenkins and GitHub Actions.

Kinoshita's Laboratory, Tokyo University of Technology – Research Intern **2016**

- Helped with a research about "Smartphone Authentication by Trace of Touch Operation".
- Created an Android application to collect data of touch details for an experiment.
- Research and suggest possible methods for implementation on real devices.

Educations

Chulalongkorn University – Master of Engineering in Computer Engineering **2017 - 2019**

- Thesis Title: Desynchronization Communication System for Automatic Vehicle Platooning
- Publication: A study of vehicular desynchronization for platooning application (https://ieeexplore.ieee.org/document/8359878/)
- Thesis Evaluation: Good

Chulalongkorn University – Bachelor of Engineering in Computer Engineering **2013 - 2017**

- GPAX: 3.60 (1st Class Honors)

Awards

- **LINE HACK 2020**: General Public 1st Runner-up
- **Secure Code Warrior, KBTG Tournament (2020):** 4th Place
- **The 7th Thailand Olympiad in Informatics (2011):** Gold Medalist

Projects

TAGTHAi **2021 - present**

- A travel guide application with bookings and privileges feature for tourists coming to Thailand.
- I work on server-side API written with Go, and Java as a legacy codebase.
- This project utilized Kubernetes on Google Kubernetes Engine with database using Cloud SQL.
- GitHub Actions were used as CI/CD pipelines.
- I'm responsible for migrating an application to cloud service and develop new features.
- For more details about the product, see http://www.tagthai.com.

SCHO_OL Solutions **2020 - present**

- A total solution for elementary or primary school, which provide activities tracking of the students for parents and can provide a forewarning for disease transmitted among the children and prevent further transmissions.
- Originally created for hackathon competition (LINE HACK 2020), and won the 1st runner-up prize for general public category.
- In the hackathon, I worked on a server-side API with Go running on Google App Engine, integrating with LINE API and LINE Beacon, also used Dialogflow for conversational interface.

Eatable **2019 - present**

- A digital platform for restaurants where customers can make orders at the restaurant with their mobile phone via LINE LIFF Application, and can be used as a POS solution on the merchant side.
- I work on server-side API written with Go.
- This project utilized Kubernetes on HUAWEI Cloud Container Engine with HUAWEI Document Database Service. Jenkins were used as CI/CD pipelines.
- I designed an overall architecture of the application and build APIs as per designed, and also work as a technical advisor for this project.
- For more details about the product, see https://eatable.kasikornbank.com (in Thai language).

MAKE by KBank **2019**

- A new generation of mobile banking experience, which have various distinct features that differentiate from traditional mobile banking.
- I worked on server-side API written with Go.
- This project utilized Kubernetes on Google Kubernetes Engine.
- In this project, I worked on the security component which act as an intermediary between a client and internal services, enhancing the application security to be compliant with bank's standard.
- For more details about the product, see https://www.kbtg.tech/makebank/index.html.

Communication system and algorithm for automatic vehicle platooning **2016 - 2019**

- Bachelor's degree graduation project and master's degree thesis.
- Developed and demonstrate a communication protocol for automatic vehicle platooning.
- Used wireless safety unit prototype lent by Denso for communication over IEEE 802.11p. Wireless safety unit is running Linux and have low-level API for interacting with IEEE 802.11p interface.
- Used Anki OVERDRIVE a Bluetooth controlled toy car to demonstrate vehicular platooning communication.
- As a by-product, an API for controlling Anki OVERDRIVE is created and published at https://github.com/xerodotc/overdrive-python.