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Work experiences

KASIKORN Labs Co., Ltd. – Innovation Engineer **2019 - present**

- Part of KASIKORN Business-Technology Group (KBTG).
- Mainly work on server-side and infrastructure of various innovation software projects within the company such as Eatable (more detail in projects section) and MAKE Bank.

Faculty of Engineering, Chulalongkorn University – Teaching Assistant **2017 - 2019**

- Involved in Computer System Architectures class and Computer Networks class.
- Prepare a hand-on laboratory and grade assignments.

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.

Educations

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

- Thesis Title: Desynchronization Communication System for Automatic Vehicle Platooning
- Thesis Evaluation: Good

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

- GPAX: 3.60 (1st Class Honors)

Skills

Programming Languages

- Go: 2 years of experience
- Python: 5 years of experience
- Other programming languages: Bash, Kotlin, Dart, JavaScript, Java, C/C++.

Other Software Development/Computer Skills

- Framework: Gin Web Framework, Flask
- API integration: LINE API, K-Payment Gateway
- Database: SQL, MongoDB, Redis
- Cloud Platform: Google Cloud Platform, HUAWEI CLOUD
- DevOps Tools: Kubernetes, Jenkins, GitLab CI

Languages

- Thai (native)
- English (intermediate, TOEFL iBT – 89 points)
- Japanese (beginner, JLPT N3 – passed)

Awards

General Public 1st Runner-up, LINE HACK 2020 **2020**

- Achieved the 1st runner-up prize for general public category in LINE HACK 2020. A hackathon organized by LINE Company (Thailand).
- Our team proposed 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.

4th Place, Secure Code Warrior KBTG Tournament **2020**

- Achieved the 4th place in company internal tournament of Secure Code Warrior. A competition that involve locating vulnerabilities within codes and finding solutions to fix those vulnerabilities.

Gold Medallist, The 7th Thailand Olympiad in Informatics **2011**

- Achieved a gold medal in The 7th Thailand Olympiad in Informatics. A national-level IOI-style programming competition for high school students.

Silver Medallist, The 6th Thailand Olympiad in Informatics **2010**

- Achieved a silver medal in The 6th Thailand Olympiad in Informatics. A national-level IOI-style programming competition for high school students.

Projects

Eatable **2019 - present**

- A digital platform for restaurants where customers can make orders at the restaurant with their mobile phone via LINE LIFF Application.
- In the team, I am mainly work on server-side API with Gin Web Framework and Kubernetes.
- For more details, see https://eatable.kasikornbank.com (in Thai language).

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.

Publications

A study of vehicular desynchronization for platooning application **2017**

- Proceeding of 2017 17th IEEE International Conference on Communication Technology (ICCT).
- Propose to use a vehicular desynchronization TDMA-based protocol over off-the-shelf IEEE 802.11p for platooning application.
- Result shown that this protocol could support high frequency beaconing up to 16 vehicles at 100Hz for platooning application.
- Available on IEEE Xplore [https://ieeexplore.ieee.org/document/8359878/]