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Third-year Computer Engineering student (GPAX 3.86) seeking a 2027 internship in software or computer engineering. Full-stack experience from an 8-person Scrum project (React, Express, PostgreSQL), hands-on systems and hardware work (Linux kernel modules, FPGA), and practiced at directing AI coding agents to build and test tools I use every day.

EDUCATION

Chulalongkorn University, Bangkok — B.Eng. Computer Engineering Aug 2024 – May 2028 (expected)

- **GPAX:** 3.86 / 4.00 (as of June 2026)
- **Relevant coursework:** Data Structures, Algorithm Design, Operating Systems, Computer Architecture, Database Systems, Computer Networks, Distributed Systems, Software Engineering, Hardware Synthesis Lab

PROJECTS

Togethr — travel companion matchmaking platform Aug 2026 – Present
Software Engineering course · 8-person Scrum team · React, Express, Prisma, PostgreSQL, Jest, Playwright · Frontend · Backend

- Top contributor to both the frontend and backend repos, working in sprints from a shared backlog.
- Built login by username or email and dual-role accounts, so one user can act as both customer and provider.
- Built the provider dashboard, the create-service flow with cover photo upload, and a search filter panel whose filters sync to the URL.
- Wrote the create-service REST API with Jest tests, and Playwright end-to-end tests for the login flow against a mocked API generated from the OpenAPI spec.

Binance TH Portfolio Tracker *Built with Claude Code · Node.js · used daily* 2026

- Directed Claude Code to build a local dashboard for my Binance TH account: holdings in THB, realized and unrealized P/L, and money- and time-weighted returns compared with holding BTC.
- Wrote the requirements, tested each feature on my real account, and added Discord alerts, CSV export and backups.

Crypto Trading Bot *Built with Claude Code · Node.js · used daily* 2026

- Designed a staged rollout (backtest → paper trading → small capped live account) for four pairs on Binance TH; currently paper trading on a dedicated always-on PC.
- Compared MA-crossover, RSI and Donchian strategies in backtests with fees, slippage and a walk-forward overfitting check, and chose MA 10/200 on 4-hour candles.

Other projects *Built with Claude Code · I specified the features, tested each build and fed back fixes*

- **gb-emu:** Game Boy / Game Boy Color emulator in Rust and WebAssembly, passing 96/100 Mooneye accuracy tests · [Play it](#)
- **Football games:** [Penalty Shootout](#) and [Five-a-Side](#), 3D browser games with WebRTC online play and team AI
- **AlgoViz:** visualizer for 10 pathfinding and sorting algorithms · [Demo](#)
- **Ledger, AutomataLab, homepage:** crypto tracker (Next.js, Supabase), cellular-automata playground, self-hosted dashboard

TECHNICAL SKILLS

- **Languages:** JavaScript, Python, C/C++, Java, SQL, Verilog
- **Web & backend:** React, Vite, Tailwind CSS, Node.js, Express, Prisma, REST APIs (OpenAPI), JWT authentication
- **Databases:** PostgreSQL, MongoDB
- **Testing & tools:** Jest, Playwright, Git/GitHub, Docker, Postman, Linux (kernel modules, FUSE), Vivado (FPGA), Claude Code

COURSE PROJECTS

- **Real-time video capture on an FPGA (Hardware Synthesis Lab, team of two):** Verilog on a Basys 3 (Artix-7): hand-written SCCB (I²C-like) bus master configuring an OV7670 camera, a dual-port BRAM frame buffer bridging the camera and VGA clock domains, and 640×480 @ 60 Hz output with switchable filters.
- **Linux kernel modules (Operating Systems, team of three):** character-device and system-info kernel modules in C.
- **FUSE filesystem (Operating Systems):** user-space filesystem in Python against the FUSE interface.
- **Rubik's Race optimization (Algorithm Design):** C++ search-based solvers for an NxN sliding-puzzle problem, run in parallel.
- **Ronaldo in the Box (Programming Methodology, team of two):** JavaFX nested-box puzzle game with unlimited undo built on move snapshots.