Thitiwut Ariyaprayoon

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SKILLS

- Languages: C, C++, C#, Python, HTML, CSS, JavaScript, TypeScript
- Frameworks & Tools: Next.js, React, Express.js, Node.js, TailwindCSS, Cypress, FastAPI
- Databases: MongoDB, pgAdmin, Supabase
- Other Tools: Unity, VSCode, GitHub, Google Colab, Postman, Linear, Figma

LANGUAGES : THAI, ENGLISH(IELTS 7.5 2022)

EDUCATION

Chulalongkorn University 2023 - present
Computer Engineering Year 3 GPA 3.70
Suankularb Wittayalai School 2017 - 2022
GATE Program GPA 3.9

EXPERIENCE

Lumas Company Summer Internship 2025 - Game Developer Intern (Unity)

- Built multiple 2D and 3D Unity games, including a bullet-hell, platformer, and tower defense prototype featuring NavMesh, waypoints, gridmap and physics.
- Designed in-game UI systems using Unity's Canvas and Animator.
- Repo : https://github.com/Thitiwut-Win/Platformer
- Repo : https://github.com/Thitiwut-Win/TowerDefense3D

PROJECTS

Socket Programming 2025 (Group) - Computer Network | Demo https://socket-programming-psi.vercel.app/

- Developed a real-time chat application using socket programming as part of a network systems course.
- Built the web interface with Next.js and implemented backend communication using Python and FastAPI.
- Integrated bidirectional message exchange via custom socket handling.
- Repo : https://github.com/Thitiwut-Win/Socket_Programming

Grab Car Website 2025 (Group) - Software Engineering

- Collaborated using Figma for design and Linear for sprint planning.
- Built the web app with Next.js, Express, Supabase, and Prisma, following Agile sprints.
- Applied GitHub Flow for version control and team collaboration with 9 colleagues.
- Repo : https://github.com/SE-Term-Project-NoCarNoProblem

Event Reservation Website 2025 - Self Project | Demo https://project-y3-reservation.vercel.app/

- Developed a full-stack event booking platform with user and payment integration.
- Implemented frontend using Next.js, React, and TailwindCSS, and backend using Node.js, Express, and MongoDB.
- Integrated QR payment with SCB API.
- Repo : https://github.com/Thitiwut-Win/Project_Y3_Reservation

AFG Testbed Project 2024 - Shadowing Project

- Collaborated with a senior student to integrate Microsoft Excel data with Unity.
- Applied Dynamic Scripting to enhance an existing action fighting game testbed by calculating action weights and adjusting probabilities based on performance results.

Java Game Project 2023 (Pair) - Programming Methodology

- Created a 2D shooting game with a colleague using Java OOP for Players, monsters, currency, stat, shop, upgrade features and use input from keyboard.
- Used JavaFX for animation, graphic and user interfaces.
- Collaborated through GitHub and practiced pair programming.

Website Project 2023 (Group) - Computer Engineering Essential

- Built an online Rock-Paper-Scissors game with real-time multiplayer and room create/join features.
- Used Javascript, node.js, Express.js and connected backend with MongoDB using REST APIs.
- Used MongoDB and socket.io to connect player to the same room with room code and real-time update.
- Repo : https://github.com/Dpyde/CEE-Project-G5

ADDITIONAL INFO

- Comfortable working in Agile environments with sprints and Git branching workflows.
- Experienced in building full-stack applications, REST APIs, and real-time systems.
- Interested in full-stack, frontend, backend and game development.