

Pathorn Rountan

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Education:

Chulalongkorn University, Bangkok, Thailand
Bachelor of Engineering in Computer Engineering
Current GPAX: 3.95

July 2022 - Present
Expected graduation: May 2026

Related coursework:

Computer Programming, Programming Methodology I, Introduction to Data Structures, Algorithm Design, Software Development Practice II, Software Engineering I & II, Database Systems, Software-Defined Systems, Cloud Computing Technology, Computer Security, Introduction to Digital Imaging, Data Science and Data Engineering, Natural Language Processing Systems

Experiences and projects:

Capstone Project: Autonomous Vehicle Dataset Management Server

Backend Developer

September 2025 - May 2026

- Designed and developed a high-performance REST API server using Go with Echo and Huma frameworks for storing and retrieving data, integrating MongoDB and S3-compatible object storage.
- Implemented CI/CD pipelines with GitHub Actions for automated testing, linting, validation checks, and Docker image building and publishing for on-premise deployment.

Platform Development Team - KKP Dime

Software Engineer Intern

June 2025 - July 2025

- Worked in an Agile development environment and collaborated with team members using Slack, Jira, Testiny, and GitLab while maintaining code quality through unit and integration testing.
- Developed backend services, automated data workflows, and application UI for the Dime! mobile application using Go with the Echo framework, MySQL, Apache Airflow, and Flutter.

Cloud Computing Technology Project: Discord Bot Deployment using AWS Services

Cloud Engineer

March 2025 - April 2025

- Developed a Discord bot in Python integrated with the Monster Hunter Wilds API.
- Designed and deployed cloud architecture on AWS using CodePipeline for CI/CD, automated Docker image build and deployment on Amazon ECS, and Amazon RDS for persistent data storage.

Software Engineering Project: Art Commission Web Platform

Full Stack Developer

January 2025 - April 2025

- Collaborated with team members to develop a web application for art commissions based on software design documents following agile development methodology.
- Implemented features including social feed, real-time chat, commission management, and payment systems using Next.js, React, TypeScript, PostgreSQL, and Prisma ORM.

Individual Study Project: Multiplayer Game Development with Unity Netcode

Unity Developer

August 2023 - December 2023

- Developed multiplayer game systems in Unity using C# and Unity Netcode library.
- Implemented RPC-based communication to synchronize gameplay events between server and clients.

Extracurricular activities:

- Club President, Chula Game Research and Development Club **June 2023 - June 2024**
- Teaching Assistant, Programming Methodology I **January 2024 - May 2024**

Skills:

Programming Languages: Python, Go, C++, C#, Java, JavaScript, TypeScript
Technologies and Tools: Unity, Next.js, PostgreSQL, MongoDB, AWS, Docker, Kubernetes