Pavee Jeungtanasirikul

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EDUCATION

• Chulalongkorn University, B.Eng. Computer Engineering, 2022 - present (Expected 2026) GPA: 3.58

TECHNICAL SKILLS

Languages: C++, Python, Java, TypeScript, GO

Library / Frameworks : React.js, Next.js, TailwindCSS, Spring Boot, Socket.IO

Database : MongoDB, PostgreSQL

Tools / Services : AWS, Docker, RabbitMQ, Kubernetes, Terraform

EXPERIENCES

ADVANCE INFO SERVICE PUBLIC COMPANY LIMITED. (AIS)

June 2025 - July 2025

Software Development Intern

- Developed and maintained RESTful backend microservices using Java and Spring Boot and collaborated closely with QA
 testers and system analysts (SA) to clarify requirements, reproduce issues, and validate bug fixes.
- Strengthened **soft skills** through collaborative teamwork, effective communication, adaptability to dynamic environments, and proactive problem-solving within a professional corporate setting.

PERCEPTRA COMPANY LIMITED

Aug 2025 - Present

Junior Software Engineer (Part-time)

- Contributed to the development of an Al-assisted medical analysis platform designed to provide affordable PACS-like functionality for smaller hospitals and clinics, enabling improved medical imaging workflow.
- Involved in full-stack development (frontend and backend), system design using Figma, requirements gathering, deployment, testing, and maintenance across multiple environments.

MYCOURSEVILLE CO., LTD.

Aug 2025 - Present

Fullstack Developer (Part-time)

- Contributed to full-stack development of the MyCourseVille platform, implementing frontend based on Bulletproof
 architecture principles and backend using Laravel (PHP), delivering a new feature specifically designed for the Faculty
 of Pharmacy to enhance course management and evaluation.
- Collaborated in feature implementation, code review, and optimization to ensure scalability, maintainability, and clean system design.

PROJECTS Portfolio: mingpv.com

- **clean-go-template (backend template)** Clean and scalable starter template for Go backend applications, following Clean Architecture principles. Open-sourced on GitHub and gained positive feedback through stars.
- **TeamUpSpace(social media platform)** a **microservices-based** social media platform comprising five services, a message broker for asynchronous communication, ensuring scalability, modularity, and maintainability.
- GameShelf (boardgame rental website) Led a 7-member team, managed the project, UX/UI design, and code quality.
 Built with Next.js and Supabase; contributed to core development and reviews.
- **3D Portfolio Website** The project showcases a creative way to present your personal profile, projects, and skills using smooth animations and real-time **3D graphics**.
- Distributed Microservices Cluster Deployed a microservice system with 4 Raspberry Pi worker nodes and a MacBook VM master node using Terraform, including frontend, API gateway, 5 services, and a message broker, improving cluster management skills.
- **Simple Vocabulary App (iOS)** Built an iOS app using SwiftUI to help users learn 3,000 essential words through vocabulary review.
- RiderChat (web chat) Led a 4-member team to develop a real-time chat app using Next.js, Supabase, and MongoDB, featuring add friend, group chat, live messaging, user authentication, and secure data handling.