

# PONGSAKORN LIMJAROENVANICH

Email: ouhtup.39@gmail.com | LinkedIn: [www.linkedin.com/in/pongsakornlim](https://www.linkedin.com/in/pongsakornlim)  
(+66) 618895872 | Github: <https://github.com/ouhzzzooo> | Website: [pongsakornl.com](https://pongsakornl.com)

## WORK EXPERIENCE

---

### Primo World

June 2024 - August 2024

#### Fullstack Developer Intern

- Developed and maintained a mobile application using Flutter, enhancing performance.
- ERP consulting using Odoo, optimizing business processes and workflow management.
- Implemented data migration, designed APIs, and developed authentication solutions using TypeScript, ensuring seamless integration and improved security.

## EDUCATION

---

### Sirindhorn International Institute of Technology, Thammasat University

Pathum Thani, Thailand

Bachelor of Engineering (B.Eng.), Computer Engineering

May 2022 - May 2026

- Received Undergraduate Full Scholarship
- Cumulative GPA : 3.58

## PROJECTS

---

### Researcher, Noise Cancellation for Snoring Detection

December 2023 - September 2024

- Extended AI-based snoring detection research by developing source separation techniques to isolate snore signals from noise using PyTorch, UNet, and CNN models.
- Preprocessed and normalized data for deep learning models, training networks to achieve effective noise cancellation for improved snoring detection accuracy.

### OrcaHub Event management platform Website

August 2024 - Present

- Led an agile development team in building OrcaHub, a web-based event management platform for university events as Project Manager.
- Managed project planning, coordination, and execution using technologies like Prisma, Supabase, TypeScript, and React.

### Movie Ticket Booking System

September 2024

- Developed a movie ticket booking platform using TypeScript, React, and PostgreSQL, implementing CRUD operations with proper ERD design.
- Created admin and developer portals for managing movies, enabling add/delete functionality.

### Computer Vision-Based Buzz Wire Game

June 2024

- Applied computer vision techniques to create an immersive gameplay.
- Developed using OpenCV, and MediaPipe, enabling control through finger and nose tracking.

## EXTRACURRICULAR ACTIVITIES

---

### EEG Signal Processing for Emotion Recognition

October 2024

- Optimized model performance using Weights & Biases (wandb) for hyperparameter tuning, including learning rate adjustments and early stopping techniques.
- Participated in the ICASSP 2024 SP Grand Challenge focused on identifying emotions from EEG signals induced by Spotify music tracks.

### Google Developer Student Club

October 2023 - October 2024

- Contributed as a Data Science member in the technical core team, enhancing club initiatives.
- Designed and conducted workshops on Looker Studio in data visualization and analytics.

### Osaka Institute of Technology Workshop at Japan

June 2024

- Participated in an IPBL program at OIT, focusing on computer vision and image processing.

## SKILLS

---

- **Languages:** English, Thai
- **Front-end:** HTML, CSS, Tailwind, JavaScript, TypeScript, Flutter, React.js, Next.js
- **Back-end:** Go, Node.js, Python, Java, MySQL, PostgreSQL, MongoDB, Supabase, REST API
- **DevOps:** Linux, Docker, Kubernetes, Git, GitHub, GitHub Actions, Infrastructure as Code