

CHATCHAI (MARK) WANGWIWATTANA

| Portfolio | Email | Skype |
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SKILLS

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|---------------------------|---|
| Software Development: | iOS, Android SDK, C/C++, Java, Design Patterns |
| Video Game Development: | Unity3D, Cocos2d-x, UDK, OpenGL, GLSL |
| Web Development: | Node.js, Polymer, JavaScript, PHP, SQL, jQuery, XML, JSON |
| Research & Data Analysis: | Python, R |
| Graphics Design: | Adobe Photoshop, Flash, After Effect, 3Ds Max, Inkscape |

EDUCATION

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|---|---|
| Jan 2014 – Dec 2017 | Southern Methodist University, Dallas, Texas |
| ▪ Ph.D. in Computer Science | |
| Jan 2012 – Dec 2013 | The Guildhall at Southern Methodist University, Dallas, Texas |
| ▪ Master of Interactive Technology in Digital Game Development (specialization in Software Development) | |
| Jul 2004 – Mar 2008 | University of the Thai Chamber of Commerce, Bangkok, Thailand |
| ▪ Bachelor of Science (1st Class Honors) | |

PROFESSIONAL EXPERIENCE

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| May 2015 - Nov 2015 | Software Engineer | Research in Mathematics Education at SMU |
| ▪ Developed and designed UI/UX an educational software for the Texas Education Agency on iOS and Android | | |
| ▪ Developed and designed an educational software management with Polymer and Firebase | | |
| ▪ Led Conducting Usability Testing | | |
| Nov 2014 - March 2015 | Educational Game Designer | LJJ Social Impact Consulting, LLC, Stephens Village |
| ▪ Designed and developed an Educational game for teaching financial concepts from start to finish (Unity Engine) | | |
| ▪ Consulted and managed the project | | |
| Dec 2010 – Dec 2011 | Lecturer | University of the Thai Chamber of Commerce, Bangkok Thailand |
| ▪ Developed and maintained faculty's website | | |
| ▪ Developed and maintained UI of Instructor Management system | | |
| May 2008 – Dec 2010 | Web Developer | |
| ▪ Developed and designed UI for SAS Document Management System | | PHP, JavaScript |

SELECTED PROJECTS

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|---|-------------|------------------------------|
| RGB Image-Based Pupillary Diameter Tracking with Deep Convolutional Neural Networks | | 4 years |
| ▪ Ph.D. Dissertation | | |
| Facial Expression Recognition add-on for Intel Perceptual Computing SDK | | 6 Months |
| ▪ Master of Thesis | | |
| Kraven Manor (3D first person horror survival) | UDK Engine | 8 Months (Team of 12 people) |
| ▪ Developed and designed UI/UX by using Adobe Flash and Scaleform | | |
| ▪ Developed some main core mechanics related to user interaction and communication | | |
| Grow Me (2D physics base game) | Android NDK | 5 weeks (Individual Project) |
| ▪ Designed and developed main core mechanics | | |
| ▪ Designed UI/UX of the game | | |
| Dodge'em (2D casual game) | iOS | 3 Months (Team of 2 people) |
| ▪ Developed main core mechanics | | |
| ▪ Designed user interface and art assets | | |

ACTIVITIES

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| Jan 2015 | Technical reviewer: Cocos-2d-X by Example, PACKT publishing 2015 |
| Nov 2015 | Technical reviewer: Cocos-2d-X Cookbook, PACKT publishing 2015 |
| Oct 2015 – Dec 2017 | A President of SMU Lyle Toastmaster club. |
| March 2012 | Speaker at UTCC's national mathematics and science for high school teachers conference 2012 |