APIRAT DAIDEE

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ABOUT ME

I believe in the uniqueness of every individual. Everyone has their own special talents, and I aspire to be a driving power that helps them harness these talents. It would be delightful to see people continue using their unique abilities to pursue what makes them happy.

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Github: https://sempronx64.github.io/adaidee.portfolio/

EXPERIENCE

Back End Developer | Green Moons
2024 – Current
- Implemented software solutions based on client requirements.
- Tested and refined software before rollout.
- APIs and database design.

Senior Software Developer | Kerry Express (Thailand)
2019 – 2024
- Obtain system requirements from users by studying and collecting data as needed to analyze and design a database based on user requirements and appropriate for company resources.
- Implemented software solutions based on client requirements.
- Tested and refined software before rollout.
- Released ad hoc product patches.
- Prototype and database design.
- Responsible for supporting system users through various channels and making a system manual to encourage users to use the system properly.

Game Developer | Opendream
2018 – 2019
- Implemented software solutions based on client requirements.
- Tested and refined software before rollout.
- Prototype and database design.

EDUCATION

School of Information Technology | King Mongkut's University of Technology Thonburi
2014 – 2018

SKILLS

- Dotnet Framework, .NET Core
- C#
- Rest API
- GIT
- SQL Server
- Entity Framework
- Console App
- DevExpress
- React.js
- jQuery
- Bootstrap
- JavaScript

ACHIEVEMENT

KERRY EXPRESS- (Senior Software Developer)

THE GOAL OF MY TEAM AT KERRY EXPRESS
In many HR operations, most processes are complex, detailed, and still rely heavily on paper-based workflows. This leads to various issues, such as high costs, data loss or inaccuracy, communication difficulties, and a reliance on manual labor, which significantly slows down the work. However, the company needs to grow rapidly. The challenge of my team is to find solutions to reduce these problems effectively.

My responsibilities in Company:

1. Gather requirements from the relevant teams, working on each part of the project progressively.
2. Design wireframes for the system and present them to establish agreements for system development.
3. Provide Documents (CR, API specifications, Manual, Technical specifications)
4. Design the database, simulate data, and create ER diagrams.
5. Develop the system for SIT and UAT.
6. Conduct user training.
7. Perform data migration and conversion.

My highlight project AT KERRY EXPRESS

Year 2023- E-Learning for employees training (LMS).
An employee learning system for both job-specific and general skills, previously managed on-site with tracking through Excel and paper, was transitioned to an E-Learning Platform.

My tools include in project:
React, MUI, JavaScript, .NET 6, MSSQL Server, IIS Server, C#, Entity Framework

Short Story:

- The system is divided into two parts:
    1. Admin, which manages content through the CMS and tracks employee learning progress.
    2. Employee, who accesses and completes the assigned courses.
- We use the videojs library to track employee video views.

Year 2023- Microservices for HR.
From previous projects, we encountered issues where services or systems became overloaded and many features were repetitive, slowing down development, usage, and maintenance. To address this, we decided to extract some components into separate services for easier access and centralized maintenance or upgrades.

My tools include in project:
.NET 6, MSSQL Server, IIS Server, Datatable, C#, Entity Framework, Console App, Schedule job (Windows Schedule, Quartz.NET), Dapper, iTextSharp (PDF)

Short Story:

- We started by addressing the frequent system failures caused by Crystal Reports.
- We replaced PDF generation through Crystal Reports with a middle-layer service that processes payloads, builds PDFs from HTML templates, and converts them to PDF.
- We then progressively developed other services, such as file uploads and email sending.

Year 2022- Employee Management System (KID).

A system designed to manage the employee onboarding process, including creating employee profiles, setting up email accounts and AD users, and transferring data between departments.

My tools include in project:

.NET Framework, .NET 5, React, MUI, MSSQL Server, IIS Server, Closed XML (Export Excel), Datatable, C#, Entity Framework, Console App, Schedule job (Windows Schedule, Quartz.NET), Dapper

Short Story:

- This project consists of multiple components and tools, allowing processes to be separated for easier maintenance and development.
- The system is divided into 4 main parts:
    1. A web interface for general data entry.
    2. An admin web portal for viewing logs and managing data.
    3. Background services that handle various jobs.
    4. APIs for integration with other departments.

Year 2020- Internal Communication Application (KERRY ME).

A system that enhances communication efficiency within the organization, reaching over 30,000 employees without any message distortion. It ensures accuracy, provides tracking capabilities, and allows content management by the relevant teams themselves.

My tools include in project:

.NET Framework, React, MUI, MSSQL Server, IIS Server, Closed XML (Export Excel), Crystal Report (PDF), Datatable, C#, Entity Framework

Short Story:

- In this project, I was responsible for developing the API to integrate with the mobile team.
- I also created a CMS, allowing the Internal Communication team and executives to manage the application's content.
- Entity Framework was implemented to speed up development and simplify future maintenance.
- React was used for the CMS to separate concerns clearly and enhance traffic management.

Year 2019- HR Request System (Octopus).

A system that streamlines processes, reduces costs, and enhances data accuracy for various HR requests, which were previously paper based. These include requests for recruitment, employee disciplinary letters, team restructuring, and hospital referral forms.

My tools include in project:

.NET Framework, ASP.NET Web forms (aspx), DevExpress, Bootstrap 5, Ajax, jQuery, HTML5, MSSQL Server, IIS Server, Closed XML (Export Excel), Crystal Report (PDF), Datatable, C#

Short Story:

- I chose to use ASP.NET Webforms because my team at the time was skilled in this technology, and management required visible results within a month.
- Webforms allow for quicker development as the backend and frontend are closely integrated, but this comes at the cost of more challenging maintenance.
- I utilized DevExpress to accelerate the creation of various components.
- Queries, sessions, and constants were separated into a Singleton pattern for easier access and to avoid reinitialization, as they are created when the application starts.

OPENDREAM- (Game Developer)

THE GOAL OF MY TEAM AT OPENDREAM
Develop games or learning media to enhance societal development, collaborating with designers and web developers.

My responsibilities in Company:

1. Develop games or media using Unity and C#.
2. Create and Compose music and sound effects for the game.
3. Design the database.

My highlight project AT OPENDREAM

Year 2018- Game Coruppt (PC on Steam).
A visual novel game that educates players about corruption.

Website: https://www.opendream.co.th/project/corrupt

My tools include in project:
Unity, C#, Firebase

Year 2018- Game Judies (Android and IOS).
An educational game that provides knowledge on preventing issues related to teenage sexual activity, addressing risks such as unintended pregnancies and sexually transmitted infections.

Website: https://www.opendream.co.th/project/judies

My tools include in project:
Unity, C#, Firebase, GarageBand