



DETNARIN CHAIKSORN

SOFTWARE DEVELOPER

- 📍 Phatthanakan 69 Prawet, Bangkok 10250
- 📞 06-21491491
- ✉️ detnarin.cha@gmail.com
- 🌐 github.com/Liondetnarin
- 🌐 [web-portfolio](#)

SUMMARY

Computer Science graduate and Software Developer with internship experience building AI voice assistant features, vector database architecture, frontend interfaces, and full-stack web applications. Known for being determined, focused, and solution-oriented, with strong analytical and problem-solving abilities. Experienced in requirement gathering, presenting solutions, and collaborating with stakeholders to translate business needs into practical outcomes. A continuous learner passionate about emerging technologies, particularly AI integration, full-stack development, and software solutions that create value for users and businesses.

TECHNICAL SKILLS

- Frontend: HTML, CSS, JavaScript, React.js, Next.js
- Backend: Node.js, Spring Boot, Java (OOP), Python
- Databases: MySQL, MongoDB, Supabase (PostgreSQL)
- RESTful API: Next.js API Routes, Node.js, Spring Boot
- Deployment: Vercel, CI/CD via Git Branch Strategy & Pull Request Workflow
- AI & Machine Learning: AI Agent Development, Prompt Engineering, Machine Learning
- Programming Languages: JavaScript, TypeScript, Java, C#, Python
- Tools & Collaboration: Git/GitHub/GitLab, Team Collaboration, Docker, Figma

WORK EXPERIENCE

Software Developer Intern

Jan 2026 - April 2026

FORVIZ COMPANY LIMITED - BANGKOK

- Developed backend features in Python for an AI Voice Assistant system, including promotion and event information retrieval.
- Designed and implemented a vector database architecture to manage project-specific knowledge and support scalable AI data management.
- Evaluated real-time voice interaction performance using Google ADK and LiveKit, creating test cases and reporting results to improve system quality.
- Developed frontend interfaces from design prototypes and contributed to full-stack system integration.
- Conducted on-site demonstrations and user testing, gathering feedback to support product improvements and enhance user experience.

PROJECTS

WenWorks, Dino Marcom

CMS Web landing pages

- Designed and developed a production-ready marketing agency website, SEO optimization, and content management capabilities. Built a reusable frontend architecture using Next.js, TypeScript, and Tailwind CSS, integrated with Sanity CMS for dynamic content management. Managed testing, deployment, and production release through Vercel.
- [WenWorks](#)
- [Dino Marcom](#)

Coding is Magic

Created game Unity

- 4th-Year Final Team Project 2D Pixel Art Game (Unity, C#) Adventure game, designed to teach Python through puzzle-based coding challenges. The project won 2nd place at the university showcase.

UniFood

Web restaurant review for university students.

- 3rd-year team project: Developed a restaurant review web app for university students with category filters, popularity ranking, and user ratings. Built with React + Vite, Spring Boot, and MongoDB.

UTCC PHOBIA

Created game by UE5.

- 3rd-year team project for Computer Graphics course: Developed a horror 3D game using Unreal Engine 5, based on the UTCC campus. Designed models, gameplay, and presented via a YouTube demo to showcase interactive storytelling.

EDUCATION

Bachelor of Science Computer Science

Aug 2022 - May 2026

University of the Thai Chamber of Commerce (UTCC)

GPAX: 3.44

ACTIVITIES

2nd place at the university showcase 2026:

Final Project 2D Pixel Art Game. (Unity, C#)

LANGUAGES

- Thai - Native
- English - B2 Intermediate
 - Good reading technical documentation
 - Basic workplace communication