



Full Stack Developer & Game Developer

Co-op Availability: 2 Nov 2026 – 19 Feb 2027 (16 weeks)

บรรณวัชร รัตนรักษ์

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Portfolio: <https://bannawat.site/>

GitHub: <https://github.com/Bannawat01>

Hard Skills

- Go (Golang)
- C#
- TypeScript
- Python

Backend & Architecture

- Backend Development
- RESTful API Design & Integration
- Workflow Automation (n8n)
- AI API Integration (OpenAI)

Database & Cloud Deployments

- MongoDB (Atlas), MySQL , PostgreSQL
- Vercel, Render, Z.com

Tools & Technologies

- Git / GitHub
- API Testing & Documentation (Bruno, Postman, Swagger)
- Unity 6 (Game Development)
- AI-Assisted Development (Cursor, Claude Code, Mistral)
- Project Management (Linear, Asana, Jira, Notion)

Education

- Rajamangala University of Technology Isan
- Bachelor of Science in Computer Science
- Expected Graduation: 2027 | GPA: 3.13

Soft Skills & Languages

- Problem Solving & Debugging
- Team Collaboration
- Self-Learning & Adaptability
- Thai (Native), English (Conversational)

Summary

4th-year Computer Science student passionate about backend development and API design. Experienced in building full-stack web applications, designing robust databases, and developing open-source packages. Seeking a Co-op/Internship opportunity to apply technical skills in real-world software architecture.

Projects & Experience

ai-fetch-healer (Open-Source npm Package) | 2026

- Developed and published an open-source utility package on npm registry for runtime healing.
- Handled functional debugging, safe JSON formatting, and validation coverage testing.
- Managed source repository and CI/CD workflows using GitHub Actions.

LaekHub (Item Swapping Platform) | 2026

- Built a full-stack web application designed for item swapping.
- Designed backend controller logic, database schemas, and configured version control using TypeScript.

albion-api (Game Data API & Automation) | 2026

- Developed a backend API service to fetch, process, and serve market data related to the Albion Online ecosystem.
- Integrated n8n workflow automation to build an interactive chatbot capable of analyzing and comparing item price differences across various in-game cities.
- Designed RESTful endpoints to efficiently handle data requests and structure JSON responses for seamless integration.

Silent Ember (3D Game Prototype) | 2026

- Developed a first-person psychological horror game using Unity 6 and C#.
- Implemented modular scripts for logical progression, UI screens, and game sequence flow managers.

MedScan-AI (AI-Powered Medical Analysis System) | 2026

- Developed an AI-integrated system designed for analyzing and processing medical data/images to assist in preliminary screening.
- Engineered the backend architecture to handle data ingestion securely and integrated AI models for automated scanning processes.
- Implemented robust data validation and efficient processing pipelines using TypeScript, Python, and OpenAI API.