

Chinavat Nachaithong

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Education	Year	Degree	Institute/School	Details
	2022-2026	B.Sc., Applied Computer Science	King Mongkut's University of Technology Thonburi	GPAX: 3.69 Scholarship‡

‡ Petchra Pra Jom Klao Scholarship — maintaining a GPAX ≥ 3.40 .

Awards & Highlights	• SuperAI Engineer Season 4 — Gold Medalist: National Top 10 finisher (one of only 10 awarded); won 50,000 THB at the AI Thailand Forum 2024. • Typhoon Hackathon 2024 — Finalist: Built LawBuddy, a fine-tuned Thai legal LLM paired with a custom RAG pipeline. • Academic Publication: Research on Google Play review-quality scoring with Transformer models; accepted and presented at iSAI-NLP 2025.
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AI × Game Design Projects	<u>NeuroGami — Creature-Battler with Reinforcement Learning Core Loop</u> (2026)
	• Developed a framework where monsters have no scripted moves; each carries its own learning agent that gets smarter from every fight. • Designed the state, action, reward mechanics, and battle pacing so the learning stays legible, balanced, and fun. • KMUTT final-year project, currently in active development as a live-service title.

<u>MADX — Multiplayer AI Diffusion eXperience</u> (2025)
• Designed a two-player game whose world structure is the neural network itself. • Utilized an open-source diffusion world-model to render each frame dynamically based on both players' choices (ATARI Boxing).

<u>Agnetic — Solo Magnet-Polarity Puzzle Game</u> (2021)
• Shipped a complete, rule-driven puzzle game in 48 hours and released it on itch.io during the GMTK Game Jam 2021. • Iterated solo for 5 months post-jam tuning mechanical constraints, level logic, and difficulty curves.

<u>Dungeon Delivery — Top-Down Action Game</u> (2023)
• Designed an inverted-progression hook where the player starts unstoppable and grows weaker, forcing strategic resource management. • Shipped with a small team in 48 hours for the Global Game Jam 2023 and released onto itch.io.

<u>Gamify Habits Tracker — Monster-Taming Habit App</u> (2024)
• Applied variable-reward, collection mechanics, and progression psychology to drive real-world consistency. • Took the project seamlessly from an initial behavioral design concept to a working software application.

AI / ML Experience	<u>DeepCapital — AI Engineer, Computer Vision</u> (2024 – 2026)
	• Shipped production computer vision models from prototype to deployment. • Developed factory automation features (auto-counting, quality inspection) alongside multi-camera CCTV surveillance pipelines. • Developed a multi-camera coordination pipeline featuring robust vehicle tracking and localized license plate recognition.

<u>Looloo Technology — Machine Learning Engineer</u> (2021 – 2023)
• Led data pipeline development for the Universal Text Detector project. • Executed QA and structured error-analysis workflows for Thai-English handwritten OCR pipelines.

Technical Skills	Game Design - Core mechanics & systems design, reward / progression loops, gamification design, player psychology, level design, rapid prototyping under jam constraints. AI / ML - Reinforcement learning (GRPO, reward shaping), LLM fine-tuning & prompt engineering (Typhoon, OpenThai-GPT), diffusion world models, computer vision (YOLOv26, Grounded-SAM, TrOCR, SAM3, LLMdet). Tools & Stacks - Python, PyTorch, Hugging Face, Flutter, Next.js, React, Git, Unity, Blender.
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