

Chinavat Nachaithong

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Education	Year	Degree	Institute/School
	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.		
Reinforcement Learning & Simulation Projects	GRPO for Flow-Matching VLA Models — Embodied AI Policy (2026)		
	• Adapted GRPO (Group Relative Policy Optimization) to fine-tune a SmolVLA vision-language-action model in a simulated robotic manipulation environment. • Built the end-to-end RL training pipeline, managing the complex interface between multi-modal tokenized action spaces, flow-matching distributions, and environment rollouts. • Successfully diagnosed and documented critical hardware scaling limits, mapping out how CPU-bound simulation throughput bottlenecks online policy convergence for high-dimensional VLAs.		
	NeuroGami — Creature-Battler with Reinforcement Learning Core Loop (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.		
	MADX — Neural World-Model Simulation (2025)		
	• Built a two-agent interactive environment where the world dynamics are generated entirely by a neural world-model, not scripted physics. • Integrated an open-source diffusion world-model to render each simulated frame conditioned on both agents' actions (ATARI Boxing), a precursor to policy evaluation in learned simulators.		
AI / ML Experience	DeepCapital — AI Engineer, Computer Vision (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.		
	Looloo Technology — Machine Learning Engineer (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	Reinforcement Learning - Policy training (GRPO, VLA fine-tuning), reward shaping, multi-agent loops, state/action space design.		
	Computer Vision / Perception - Multi-camera tracking, object detection & counting, quality inspection pipelines (YOLOv26, Grounded-SAM, TrOCR, SAM3, LLMdet).		
	AI / ML - LLM fine-tuning & prompt engineering (Typhoon, OpenThai-GPT), diffusion world models, Hugging Face.		
	Simulation & Tools - NVIDIA Isaac Sim, MuJoCo, Unity (ML-Agents), Blender, PyTorch, Python, Git.		