Varot Pavaritpong

varotpava@gmail.com | linkedin.com/in/varot-pavaritpong | github.com/VarotP | +1 (672)-338-4317

Education

University of British Columbia   **Expected Graduation: April 2026**
B.A. in Computer Science   *Vancouver, Canada*

Experience

Trippy Global   **November 2024 - Current**
Full Stack Developer (Mobile)   *Remote*
- Led integration of Meta's Graph API with SpringBoot backend, implementing database caching to overcome API rate limits (30 calls/7 days) and ensure uninterrupted data access
- Designed and implemented 3 key iOS screens using React Native and Expo, reducing development time by 50% compared to native development
- Utilized AWS for managing databases and hosting servers, optimizing data storage and retrieval through API calls, ensuring scalable and secure data access across the platform

Agoda (Booking Holdings)   **May 2024 - August 2024**
Full Stack Developer Intern   *Bangkok, Thailand*
- Designed high-fidelity prototypes in Figma aligned with Agoda's design system, facilitating seamless collaboration with stakeholders and faster development cycles
- Delivered a web-based template comparison tool for Agoda's campaign management system, reducing template search time from 5 minutes to 30 seconds for 10 communication team members
- Architected and implemented full-stack solution using Scala for backend APIs, React/TypeScript frontend, and GitLab CI/CD pipeline for QA cloud deployment

UBC Game Development Club   **September 2023 - September 2024**
Developer   *Vancouver, Canada*
- Architected and implemented a physics-based charge jump system using C# and Unity's physics engine, enhancing player movement options and game feel
- Designed and implemented tutorial level using modular grid system, teaching core mechanics through progressive difficulty scaling

Technical Projects

DailyPlan Forecast (Personal) | *React, Figma, JavaScript*   **April 2023 - August 2023**
- Developed a React-based weekly task planner with predicted weather forecasts for each day
- Integrated OpenWeatherMap API, enabling smart scheduling based on weather conditions.
- Built UI using MUI component library, improving accessibility and UX.

Plannify (Personal) | *Java, React, JavaScript, HTML, CSS*   **January 2023**
- Built an AI-powered task manager using React & ChatGPT for automated task assignments.
- Designed a responsive UI, ensuring smooth functionality across devices.
- Optimized React performance, improving app load speed and interactivity.

CatClicker (Academic) | *Java, JavaSwing, Lanterna, JUnit*   **September 2023 - January 2024**
- Created an entirely Java based zoo themed clicker game
- Implemented data persistence by allowing users to save their game state with JSON files
- Designed the visual GUI and controls using the Java Swing library

Technical Skills

Programming Languages: Python, Java, Scala, JavaScript, C++
Frameworks & Libraries: React, Node.js, Figma, Hadoop, Springboot, Swagger, MSSQL, Jest, Playwright
Other Tools: Gitlab, Docker, Agile/Scrum, Postman, DBeaver/Datagrip

UBC Science Co-op