

Narongwit (Andy) Nenthong

Full Stack Developer

andy.nenth@gmail.com | (236) 885-4807 | Surrey, BC
github.com/andynenth | linkedin.com/in/andynenth | andynenth.dev

PROFESSIONAL SUMMARY

Full-Stack Software Developer with 8+ years of experience building web applications and operational systems across retail, healthcare, gaming, and customer-facing platforms. Strong in full-stack development, system integration, and UI-driven workflows, with hands-on experience connecting new applications to legacy enterprise systems. Comfortable working across product logic, frontend, backend, and delivery, with a track record of building reliable software for real-world operational use.

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, C#, PHP, SQL, HTML5, CSS3

Frontend: React, React 19, AngularJS, Vue, Redux, Responsive Design, Tailwind CSS, WebSockets

Backend: FastAPI, Node.js, Express, .NET/C#, Ruby on Rails, REST APIs, GraphQL

Databases: PostgreSQL, SQL Server, MySQL, Redis, MongoDB, T-SQL

Cloud & DevOps: Docker, AWS (EC2, S3, RDS), CI/CD, GitHub Actions, Jenkins

Testing & Tools: Jest, Playwright, Pytest, PHPUnit, Git, Jira, Trello, Basecamp, Agile/Scrum

PROFESSIONAL EXPERIENCE

Senior Software Engineer / Full-Stack Developer

Independent / Consulting | 2019 – Present

- Built and deployed Castellan, a real-time multiplayer board game platform using FastAPI, React 19, TypeScript, Docker, and WebSockets, supporting synchronized 4-player gameplay in the browser.
- Designed the core game engine around a state machine with event-sourced history to keep game state consistent and make multiplayer issues easier to debug.
- Improved session reliability by implementing reconnection and recovery logic for live matches, including AI replacement for disconnected players and resume support for returning players.
- Reduced conflicting state updates between human players and AI opponents by tightening turn sequencing and multiplayer state handling.
- Worked across consulting projects in healthcare, retail, and education, partnering with non-technical stakeholders and contributing from requirements through delivery.

Software Engineer / Systems Developer

Cloud and Thing Co., Ltd. | 2017 – 2019

- Contributed to a customer service platform integrated with a legacy SQL Server-backed CRM environment for King Power, building staff-facing UI, reporting, and metrics features for customer lookup, counter coordination, and queue workflows.
- Helped connect service and queue data to digital signage and operational displays, bridging newer workflows with older enterprise systems and data structures.

- Contributed to a Ruby on Rails and AngularJS platform serving 150K+ users, integrating Apple Pass and PassKit into identity, membership, promotion, and ticketing workflows.
- Helped design and implement application logic connecting backend services, frontend workflows, and client systems, while resolving data synchronization and integration edge cases across pass and customer data flows.
- Supported healthcare-related workflow development in a clinical setting, building staff-facing features for patient and medication handling where operational accuracy and continuity were important.

Product Operations Analyst

Asphere Innovations PCL | 2014 – 2017

- Managed live game operations across multiple markets for products serving 500K+ monthly active users.
- Analyzed player behavior and worked with development teams on retention and post-launch improvements.
- Coordinated issue triage and cross-functional communication in live service environments.

EDUCATION

Diploma in Interactive Media Development

Camosun College, Victoria, BC | 2021 – 2023

Bachelor of Software Engineering

Kasetsart University, Bangkok, Thailand | 2005 – 2009