

KOMKRIT KUNANUSONT

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A software engineer team leader with experience in growing a ride-sharing service product from first launch to hit 20,000 daily users. Currently seeking an opportunity as a software engineer technical lead and / or manager to utilise the knowledge in mobile application engineering (8 years of experience as a mobile software engineer), leadership (have been acting as a team leader since late 2019) and team management (appointed as a leader / manager of a cross-functional software squad in mid-2023) skills to enhance software team productivity in a product-led organisation with the user-first mindset. Enjoy working with a team that adopts a transparent, blameless and feedback culture.

Key Skills Summary

- Proficient in people and team management, focusing especially in software engineers.
- Familiar with a fast-paced and flexible environment, while always taking quality as priority.
- Good knowledge in software development life cycle from discovery, design, development, testing to delivery.
- Excellent software project management and planning skills with experience in stakeholder management, communication, persuasion and negotiation.
- Advanced hands-on experience in mobile application development such as Android (Kotlin), iOS (Swift) and Flutter.
- Intermediate understanding and knowledge in some front-end and back-end technologies such as React, NestJs and MongoDB.
- Ability to create technical specification documents that allow the software engineers to work in parallel without blockage.
- Certified in product management (Completed a nanodegree program from [Udacity](#)).

Education / Training

University of Essex (Colchester, United Kingdom)

M. Sc. by Dissertation: Computer Science (A research degree with dissertation topic about Game AI)

2017-2018

M. Sc. Artificial Intelligence (Distinction)

2015-2016

Chulalongkorn University (Bangkok, Thailand)

M. Sc. Computer Science and Information Technology (GPAX: 4.00/4.00)

2014-2015

B. Sc. Computer Science (GPAX: 3.83/4.00)

2010-2014

Relevant Professional Experience

[MuvMi](#) (Bangkok, Thailand)

MuvMi is an on-demand ridesharing service through the mobile application using all-electric Tuk-Tuks (Three-wheel vehicle) based in Bangkok. Launching in 2018, it now has more than 600 vehicles under operation and currently serves more than 20,000 daily passengers.

Lead Software Engineer (Manager)

June 2023 - Now

The company had re-organized from the platform-based team into a cross-functional squad-based team. I was promoted into a squad leader of the *driver & operation excellence* squad that focuses primarily on the core internal tools for the operation and driver management.

- Own the team success metrics, actively engaged in discussions related to product goals, strategies, directions, and operational processes as frequently as weekly.
- Led the squad of 7 (2 mobile, 3 full-stack web and 1 QA) in an agile environment with full scrum ceremonies (daily standups, groomings, plannings, retrospectives, reviews).
- Guided the squad to achieve their first 100% completed / committed rate within the first month after being promoted as a squad lead.
- Directly managed the performance of 5 software engineers (2 mobiles and 3 full-stack webs) by conducting bi-weekly 1-1 meetings and providing frequent feedback for each individual. Successfully promoted 3 of them to the next levels within 1 year under my supervision.
- Stepped in to partially fill a product owner role when the previous one left. This includes gathering requirements, defining user stories, prioritising task backlogs, as well as actively communicating the project status and directions between the stakeholders and the squad.
- Translated more than 3 complex user stories into written technical specifications, including user flows, front-end design, API contracts and back-end logic process.

Mobile Team Lead

Dec 2019 - May 2023

Promoted to the Mobile Team Lead in 2019 while the company scaled the team and recruited two more mobile engineers.

- Foresaw, initiated and successfully delivered a lightweight in-app driver locator feature that prevented the apps from suffering with ANR issue from the technical debts at that time.
- Influenced the development of a simple-driver-welfare feature, by suggesting an MVP option that reused the existing system functionality, resulted in faster delivery with significantly less engineering effort spent. The feature is still being used daily up until now.
- Delivered a MuvMi 2.0 project successfully by being the primary engineer in both Android and iOS versions. The project involved re-designing the application interface and migrating into the new codebase that improved the code architecture from MVC to MVVM & Clean.
- Introduced the adoption of Flutter into the company, eventually resulting in the all-app migrations from Native into Flutter, increasing mobile engineer productivity in feature and bug fixing delivery.
- Incorporate Git branching strategy, CI/CD and release process into the mobile team development process, which almost eliminate all the manual steps in application release.
- Voluntarily stepped up to be an interim QA lead after the previous one left. Guiding the team's QA process direction for around 6 months, overlapping the period that the team was migrating the main system out of the legacy monolith to resolve the high server traffic issue.

Senior Software Engineer (Android)

Aug 2018 - Nov 2019

Joined the company as the sole Android engineer during its early stage with only 3 software engineers.

- Took full responsibility for feature development and maintenance of all 3 company Android applications, including the passenger, driver, and vehicle information display applications.
- Successfully migrated all 3 company's Android applications from Java to Kotlin.
- Proactively merged the driver and the vehicle applications together, resulting in reducing battery consumption, smoother operation process and better driver experience.
- Voluntarily engaged with real users by visiting them on-site (both customers and drivers), gathered feedback, and implemented bug fixes and features accordingly.
- Initiated the creation of the company's first set of regression test cases for the passenger applications, resulting in more bugs found in testing phase and fewer production issues.
- Took initiative in expressing the need for proper QA process, drafted a job description, and was the main interviewer, leading to the successful recruitment of the first QA engineer.
- Volunteered to oversee the iOS development when the existing iOS engineer pursued a career shift, resulting in being promoted as a Mobile Team Lead.

University of Essex & Visteon Corporation UK (Part-time and Remote)

Sep 2016 - Nov-2017,

Android Engineer

(then continue on)

Worked as a part-time Android developer, contributing to 2 projects.

Jan 2018 - Aug 2018

- Developed and maintained the Android version of Everyday Travel Application: a daily travel application that intelligently selected optimal routes while avoiding incidents.
- Developed an Android application that displayed warning signs based on GPS location for a research project called CITE (Connected Intelligent Transport Environment).

Awards, Recognitions and Activities

Received 4.13/5 score in average in *People Manager capability & interaction* topic

2023

Rated by my squad member at the end of 2023 *Engagement for Result* survey, conducted by the MuvMi's People team. This is the joint highest average score among the 4 squads.

Mentor at Generation Thailand, *Junior Software Developer Bootcamp* (Cohort 3, 4 and 5)

Nov 2022 - Dec 2023

Providing CV reviews, project guidance, mental support, interview preparation for 15 bootcamp learners.

Joint winner of the MuvMi *Most awesome teammate & colleague* poll

2022

in the 2022 first half-year employee satisfaction survey.

Skills, Language and Interests

Interests: Reading, Weight training, Beekeeping, Career coaching

Languages: Thai (Native), English (Professional)

Computer Skills / Tools: Google Workspace (Docs, Sheets, Slides, Gmail, Meet), Figma, Jira, Slack