

Resume

PERSONAL PARTICULARS

Candidate's name : Mr. Ponglang Petrung
Gender : Male
Age : 32 years (28 Feb, 1993)
Nationality : Thai
Home Address : ราชบุรี
Available : 30- 45 Day
Tel : 083- 9040153
email : pongku71@gmail.com



RECOMMENDATION

- Bachelor of Computer Science from Kasetsart university, Nakhon Pathom
- 5-6 year of experience in Software Developer (Mobile) with extensive knowledge of Java/Kotlin/Flutter

Flutter Developer

- Production Planning Project: Developed a high-quality mobile application using the Flutter framework, leveraging integrated development environments (IDEs) such as VS Code and Android Studio.
- Extensive experience in creating mobile applications for both Android and iOS platforms, ensuring seamless performance across different devices.
- Strong understanding of the Flutter framework and Dart language, enabling the development of robust and scalable applications.

Source Code Management:

- Proficient in using Team Foundation Service (TFS) and Git for source code management, with a deep familiarity with version control tools like GitLab, Bitbucket, and Subversion.

Design & Development:

- Responsible for the complete development lifecycle of application components and UI resources, including custom libraries and components.
- Expertise in Technical Design, using environments divided into Dev, SIT, UAT, and Production stages.
- Applied the MVC , GetX , BLOC design pattern to ensure a clean and maintainable code structure.

Networking & API Integration:

- Experience with Android HTTP Clients for connecting to Web Services & REST APIs, using DIO for JSON handling and data parsing.
- Integrated APIs to interact with MySQL databases, including CRUD operations and data retrieval.
- Utilized tools like Axios for API communication and file uploading.

Firestore Integration:

- Implemented various Firebase services, including Authentication, Cloud Firestore, Cloud Messaging (for notifications), and Analytics, to enhance app functionality and user engagement.

State Management:

- Skilled in managing state using Provider, BLoC, and GetX, ensuring responsive and efficient application performance.
- Experience in using SQLite for local data storage and MySQL for backend data management.

Native Services & Sensors:

- Integrated native device services such as Camera, and Location services.
- Proficient in using Google Map APIs for location-based features and services.

Remote Collaboration:

- Experienced in working remotely, coordinating tasks efficiently with various teams and departments across different time zones.

App Publishing:

- Hands-on experience in the app publishing process for both Google Play Store (Android) and Apple App Store (iOS), ensuring compliance with platform guidelines and successful deployment.

Version Control:

- Adept at using version control systems such as Git, Bitbucket, and GitLab to manage code repositories, collaborate with teams, and maintain project integrity.

Android Developer

- **Mobile Application Development:** Developed a Production Planning Project using Java and Kotlin in Android Studio. Utilized Android SDK and Material Design support library for UI design. Employed Team Foundation Service or Git for source code management.

- **Android Design & Development:** Responsible for creating all application components and UI resources. Utilized various design patterns, including MVC, MVP, and MVVM. Leveraged Android Jetpack components and followed best practices. Implemented custom libraries and views for unique UI/UX designs.
- **Technical Environment:** Worked within environments segmented into Dev, SIT, UAT, and Production. Applied RESTful APIs for back-end connectivity, using the Gson library to efficiently convert API data. Adopted Gradle for build automation and dependency management.
- **API Integration:** Utilized Android Async HTTP Clients for network connectivity. Implemented Retrofit for handling API services, with JSON and Gson for data parsing. Worked with RxJava and RxKotlin for reactive programming.
- **Database Management:** Implemented SQLite and Room Database for local storage, along with Shared Preferences and Datastore for lightweight data storage.
- **Mapping & Location Services:** Integrated Google Map APIs for map display, distance tracking, place search, and geographic data management. Customized maps and managed location data, including the use of native services and sensors like Beacon, Bluetooth, Camera, and Location services.
- **Version Control & Collaboration:** Experienced in using Git, Bitbucket, and GitLab for version control, with a strong ability to work remotely and coordinate tasks across different teams and departments.

EDUCATION:

May 2011- May 2015 **Bachelor of (Computer Science), Major in computer science**
Kasetsart university, Nakhon Pathom

May 2024 - Pre **Techforge Global Co.,Ltd.**

Position: **Flutter Developer**

Responsibilities:



Develop Mobile Applications using Flutter

- Design responsive UI/UX for iOS & Android (Adaptive layout, tablet/landscape, dark mode)
- Implement theming & design tokens (Material 3, custom typography, color scheme)
- Optimize rendering (60fps target, avoid layout thrash, image/cache strategy)
- Support accessibility (screen reader labels, contrast, dynamic text size, RTL)



Connect to Backend APIs

- Work with REST/GraphQL (pagination: cursor/offset, filtering, sorting)
- Handle JSON & type-safe models (Freezed, json_serializable)
- Auth flows (JWT/OAuth2, refresh tokens, secure storage, token rotation)
- Network resilience (retry/backoff, timeout, circuit-breaker, offline queue)
- Security: TLS pinning, redact logs, environment configs per flavor



Test & Debug

- Unit, Widget, Integration tests (integration_test, golden tests)
- Mocking & test data factories, coverage goals

- Profiling & debugging (Flutter DevTools, memory/leak checks, jank analysis)
- Device farm (Firebase Test Lab) for multi-device validation



Code Quality & Architecture

- Clean Architecture + SOLID, layering (domain/data/presentation)
- State management (Riverpod/Bloc) + DI (get_it/riverpod generators)
- Modularization (feature modules), reusable UI components
- Static analysis & style: `dart analyze`, `flutter_lints`, formatters, PR checks
- Documentation: README, ADR/RFC, API contracts, CHANGELOG



Team Collaboration & Process

- Work with UX/UI, backend, QA, PM (user-centric iteration)
- Agile/Scrum: planning, estimation, grooming, reviews, retros
- Code review culture, pair/mob programming when needed
- Clear ticket breakdown (definition of ready/done), acceptance criteria



Continuous Delivery & Releases

- CI/CD (e.g., GitHub Actions): build, test, code-sign, artifact store
- Build variants & flavors (dev/uat/prod), env management, secrets
- fastlane for Android (.apk/.aab) & iOS (.ipa), metadata, screenshots
- Store compliance (Play Console/App Store Connect, privacy manifests, tracking)
- Obfuscation & minification (R8/ProGuard, Dart obfuscation), shrink resources



Localization & Regional Requirements

- i18n/l10n (ARB), plural rules, date/number formatting
- Thai specifics (พ.ศ./Buddhist Era, Thai fonts), timezones
- PDPA/GDPR: consent, privacy policy, data retention, opt-out



Observability & Analytics

- Crash reporting (Crashlytics/Sentry), ANR/Crash thresholds
- Analytics (Firebase/GA4), funnels, user properties
- Feature flags/remote config, A/B testing
- Structured logging & log levels, user/session correlation



Offline-First & Background Work

- Caching & sync strategies (Hive/Isar/Sqflite), conflict resolution
- Background tasks (WorkManager/foreground service), retries
- Deep links & universal links, dynamic links



Native & Device Integrations (Nice-to-Have)

- Platform Channels & plugin development (camera, BLE/NFC/RFID, biometrics)
- Notifications (FCM/APNs), categories, actions, badge counts
- WebSocket/real-time updates, reconnection & heartbeat
- Hardware & OEM quirks (Android 14/15 behaviors, Doze, OEM permissions)



App Security Essentials

- Secure storage (Keychain/Keystore), encryption at rest/in transit
- Root/jailbreak detection (as policy allows)

- Input validation & error mapping, safe logging
- Secrets management & build-time separation



Project Hygiene

- Git strategy (Trunk/GitFlow), conventional commits, PR templates
- Issue templates, release notes, versioning (SemVer)
- Tech debt tracking & refactoring cadence

Optional (ปรับตามบริบทธุรกิจของคุณ)

- Integrations เฉพาะอุปกรณ์ (เช่น Zebra RFID/DataWedge), permission/runtime policies
- WebSocket + Foreground Service สำหรับแจ้งเตือนภายในองค์กร

May 2024 - 2024 BBTV New Media Co.,Ltd.

Position: Senior Mobile Developer Flutter + Kotlin (Full time)

Responsibilities:



Production Planning Project

Developed a mobile application using Kotlin and Flutter, utilizing VS Code, Android Studio, and Android SDK as the main development tools.

Designed the UI based on Material Design Support Library to ensure flexibility and user-friendly experience across different devices and screen sizes.

2. Android Design & Development

- Responsible for end-to-end development of Android applications, including UI resources.
 - Proficient in integrating third-party libraries and APIs, following Android best practices.
 - Experienced in publishing applications to the Google Play Store.
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3. Technical Environment

- Implemented MVVM and MVI architecture patterns to ensure maintainable and scalable codebase.
 - Used Gson library for efficient JSON data parsing from APIs.
 - Divided the development environments into Dev, SIT, UAT, and Production to support systematic deployment workflows.
 - Connected to backend systems through RESTful APIs, adhering to Android network handling best practices.
 - Utilized Team Foundation Service (TFS) and Git for source code management and version control.
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4. UI/UX Design

- Applied Material Design principles in UI/UX design and used Jetpack Compose to build modern and dynamic user interfaces.
 - Developed custom views and layouts to support various screen sizes and resolutions effectively.
 - Skilled in using ConstraintLayout and Compose for responsive and adaptive UI design.
 - Experienced in building custom libraries and reusable views to enhance the overall UX/UI.
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5. Networking

- Integrated Android Async HTTP Clients to communicate with web services and RESTful APIs.
- Utilized popular networking libraries such as Retrofit to call APIs and handle JSON/Gson data efficiently.

6. 🧠 Core Technologies

- Used Kotlin for Android development with Coroutines to manage asynchronous tasks.
- Applied LiveData and ViewModel to manage UI-related data while respecting the application lifecycle.
- Used SQLite for local data storage.
- Integrated Firebase Cloud Messaging (FCM) to send and receive push notifications.
- Built and customized video playback features using a custom video player library for enhanced media handling.

Application port folio

App CH7 : 

App Bugaboo : 

App Bugaboo Inter : 

App TSM 2024 : 

App Champ 2024 : 

May 2023 - 2024 บริษัท แอชเชนเจอร์ ประเทศไทย (IT-ONE) Site Next KTB

Position: Android Developer

Responsibilities:

1. 📱 Created Mobile Application – Next KTB Project

- Developed a mobile application for the **Production Planning Project**
- Utilized **Java** and **Kotlin** with **Android Studio** as the primary development environment
- Managed source code using **Team Foundation Service (TFS)** and **Git**

2. 💰 Cash Collection Project

- Developed a mobile application for **cash collection operations**
- Responsible for **end-to-end development** of the application, including UI resources

3. 🎨 UI/UX Design

- Designed UI using **Figma**
- Applied libraries and built custom platforms according to **technical design specifications**
- Managed environment separation across **Development (Dev), System Integration Testing (SIT), User Acceptance Testing (UAT), and Production**

4. 🧩 Architecture & Technologies

- Applied **MVVM (Model–View–ViewModel)** design pattern for structured and maintainable code
- Used **Gson** library for efficient JSON data conversion from APIs
- Integrated **RxJava** for asynchronous operations
- Implemented **Firebase Cloud Messaging (FCM)** for push notification system
- Used **Dagger** for dependency injection

5. 🛠️ Key Technologies Used

- **Kotlin, Coroutines, Retrofit, LiveData, ViewModel**

Jun 2022 - Oct 2023 Brink's Gobal Technology Limited

Position: Mid Android Developer (Full time)

Responsibilities:

📱 Android Application Design & Development

- Responsible for the **end-to-end development** of Android applications, including all **UI resources**.
- Utilized both standard and **custom libraries** to meet specific design and functional requirements.
- Experienced with various **third-party libraries and APIs** integration.
- Developed and published mobile applications that are **live on the Google Play Store and App Store**.

Technical Designs

- Organized development workflow into multiple structured environments: **Development (Dev)**, **System Integration Testing (SIT)**, **User Acceptance Testing (UAT)**, and **Production**.
- Applied multiple architectural design patterns, including **MVC**, **MVP**, and **MVVM**.
- Used **Gson** library for efficient and simplified API data parsing.
- Followed **Android development best practices** to ensure app performance, scalability, and maintainability.
- Integrated mobile apps with backend systems through **RESTful APIs**.

Applied Libraries & Tools

- Utilized the latest version of **Gradle** for efficient dependency and build management.
- Proficient in using **Android SDK**, **Android Design Support Library**, and **Material Design Components**.
- Designed **UX/UI** using **ConstraintLayout** to support a wide range of screen sizes and resolutions.
- Developed **Custom Views** and applied various **UI libraries** to support diverse interface requirements.

Networking

- Used **Android Async HTTP Clients** to connect with web services and **RESTful APIs**.
- Handled data formats such as **JSON**, **Gson Array**, and **JsonObject**.
- Leveraged the **Retrofit** library for API calls and efficient network communication.

Core Technologies

- **Dagger** – for efficient and scalable **Dependency Injection**.
- **Kotlin**, **Coroutines**, **Retrofit**, **LiveData**, and **ViewModel** – for modern Android development patterns and

lifecycle-aware components.

Local Database

- Used **SQLite** for local data storage and persistence on Android devices.

Push Notifications

- Integrated **Firebase Cloud Messaging (FCM)** to handle real-time **push notifications** effectively.

Map APIs & Location Services

- Integrated **Google Map APIs** to display maps and geolocation data.
- Used **Google Play Services** to support:
 - **Map display and interactions**
 - **Real-time location tracking**
 - **User activity recognition** (e.g., walking, driving)

Additional Mobile Skills

- Built and integrated **QR Code generation and scanning** functionalities.
- Developed and implemented **custom libraries** tailored to specific business or design requirements.
- Supported advanced mobile authentication, including:
 - **Face recognition (Face Scan)**
 - **Fingerprint authentication (Fingerprint Scan)**
 - **PIN code verification**

Application port folio

App : Drophin

May 2022 - 2022 True e-logitic consulting Sendit (Thailand) Co., Ltd.

Position: Android Develoeper

Responsibilities:

Reason for leaving: Open for new challenge of Mobile Developer area with new industry, culture, team.

Position: Senior Mobile Developer (Flutter + Kotlin) (Full time) Responsibilities: 

Android Application Design

- Responsible for developing all components of the application, including complete UI resource implementation.
 - Utilized and developed custom libraries to meet specific design and functional requirements.
-

Technical Architecture & Design

- Worked within a structured development environment, including Development (Dev), Staging, and Production stages.
 - Applied multiple architectural Design Patterns, such as:
 - MVC (Model-View-Controller)
 - MVP (Model-View-Presenter)
 - MVVM (Model-View-ViewModel)
-

Libraries and Tools for Android Development

- Used Android SDK and Android Design Support Library.
 - Followed Material Design Guidelines for clean, user-friendly UI design.
 - Designed and implemented custom UX/UI tailored to various user experiences.
 - Proficient in working with a variety of libraries, or creating Custom Views for flexible and scalable UI rendering.
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Networking & API Integration

- Used Android Async HTTP Clients to connect to Web Services and RESTful APIs with JSON support.
 - Supported data in formats such as JSON Arrays and JsonObjects.
 - Utilized libraries such as:
 - Retrofit – for efficient REST API handling
 - AsyncTask – for basic background processing
 - RxJava – for advanced asynchronous operations and reactive programming
-

SQLite Database

- Designed and implemented SQL-based database structures fully compatible with Android applications.
 - Handled local data storage with efficiency and reliability.
-

Push Notification Systems

- Integrated multiple push notification services, including:
 - Firebase Cloud Messaging (FCM)
 - OneSignal

- Google Cloud Messaging (GCM)
-

Map Services Integration

- Integrated map services such as:
 - Google Map APIs
 - Baidu Map APIs (for region-specific applications)
-

Google Play Services

- Used various Google Play Services APIs, including:
 - Google Maps API
 - Google Cloud Messaging
 - Google Location Services
 - Google Activity Recognition

Application port folio

-  1. Sendit OnDemand Android - The driver is someone who accepts the job. And with the details. To be delivered to the customer.
-  2. Sendit 2stage Android - Have drivers check the number of parcels to be exported
-  3. Sendit-2stage-foreman-android - The chief of the driver is Spread out the work the driver.
-  4. sendit-2stage-store-android - Give shop See the driver distance traveled.

5.  wefresh-customer-android ระบบสั่งของ

Reason for leaving: *Career opportunity of work*

May 2020 - 2023 Freewill Solutions Company Limited

Position: Android Developer

Responsibilities:

Reason for leaving: *Open for new challenge of Mobile Developer area with new industry, culture, team.*

Android Design & Development

- Responsible for the development of all application components, including UI resources.
 - Utilized a wide range of libraries, including custom-developed libraries, to enhance overall UX/UI and improve user experience.
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Technical Design

- Managed structured development environments: Dev, SIT, UAT, and Production.
- Applied well-known design patterns such as MVC, MVP, and MVVM to ensure clean, maintainable, and scalable code.
- Used Gson for efficient API data serialization/deserialization.
- Followed Android Best Practices by implementing Jetpack Components (e.g., ViewModel, LiveData, Navigation, etc.).
- Integrated RESTful APIs to communicate with back-end services.

Applied Android Libraries & Tools

- Utilized Gradle 7 and Android SDK for build management and dependency injection.
 - Designed responsive and adaptive UI using Android Design Support Library, Material Design, and ConstraintLayout.
 - Capable of integrating various third-party libraries and building Custom Views for specialized UI needs.
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Networking

- Implemented API communication using Android Async HTTP Clients.
 - Supported JSON-based data structures including JSONArray and JSONObject via Gson.
 - Used Retrofit for REST API interaction and RxJava / RxKotlin for managing asynchronous and reactive data streams.
-

Core Technologies

- Proficient in Kotlin, Coroutines, Retrofit, Room, LiveData, and ViewModel for robust Android app development.
-

Local Database

- Worked with both SQLite and Room to provide efficient and reliable local data storage within mobile applications.
-

Push Notifications

- Integrated Firebase Cloud Messaging (FCM) to manage and send real-time push notifications.
-

Map and Location Services

- Integrated Google Map APIs for mapping features within applications.

- Utilized Google Play Services to implement Location Tracking and Activity Recognition features.
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Bluetooth & IoT Connectivity

- Supported Beacon technology for proximity-based data transfer and communication, enabling location-aware applications.
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Additional Mobile Capabilities

- Developed features for QR Code scanning and generation.
 - Built custom calendar components and specialized custom libraries for enhanced functionality.
 - Implemented biometric authentication methods such as Face Scan, Fingerprint Scan, and PIN Code entry.
-



Cross-Platform Development

- Used Flutter and Dart to develop cross-platform mobile applications compatible with both Android and iOS platforms.



Application EzWow พนักงาน Application Ezwork ระบบพนักงาน Freelean



: on developing process now



Firewill Aleart ระบบการแจ้งเตือน



Smart Beyond KYC ระบบ Bank

Reason for leaving: Open for new challenge of Mobile Developer area with new industry, culture, team.

Feb 2018 – Oct 2018 Sendit (Thailand) Co., Ltd.
IT consulting firm

Position: Mid Android Developer

(Full-Time) Responsibilities:  Android

Application Design

- Responsible for developing all components of the application, including UI resources.
 - Utilized custom libraries to enhance and extend the application's capabilities.
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Technical Design

- Worked in structured development environments: development (dev), staging, and production.
- Applied various design patterns to ensure code maintainability and scalability, including:
 - MVC (Model-View-Controller)
 - MVP (Model-View-Presenter)
 - MVVM (Model-View-ViewModel)

Android Libraries and Tools

- Proficient in using Android SDK and Android Design Support Library.
- Followed Google's Material Design Guidelines for consistent and modern UI.
- Designed custom UX/UI tailored to various user experiences and screen sizes.
- Capable of using a wide range of libraries or developing Custom Views for flexible UI rendering.

Networking

- Implemented web service integration using Android Async HTTP Clients and REST APIs (JSON).
- Supported handling of JSON Arrays and JSONObject.
- Experienced with libraries such as:
 - Retrofit
 - AsyncTask
 - RxJava

SQLite Database

- Designed and implemented SQL database schemas that integrate seamlessly with Android applications.
- Utilized SQLite for reliable local data storage and management.

Notifications

- Integrated with popular notification services including:
 - Firebase
 - OneSignal

- Google Cloud Messaging (GCM)
-

Map API Services

- Implemented mapping and geolocation features using:
 - Google Map APIs
 - Baidu Map APIs
-

Google Play Services Integration

- Worked with key Google Play Services components including:
 - Google Map APIs
 - Google Cloud Messaging (GCM)
 - Google Location Services
 - Google Activity Recognition

Application port folio

-  6. Sendit OnDemand Android - The driver is someone who accepts the job. And with the details. To be delivered to the customer.
-  7. Sendit 2stage Android - Have drivers check the number of parcels to be exported
-  8. Sendit-2stage-foreman-android - The chief of the driver is Spread out the work the driver.
-  9. sendit-2stage-store-android - Give shop See the driver distance traveled.

10.  wefresh-customer-android ระบบสั่งของ

Reason for leaving: *Career opportunity of work*

Jan 2016 – Jan 2018 CodeGears Co., Ltd

Position: Junior Android Developer
(Full-Time) Responsibilities:1. Production Planning
Mobile Application

- Developed a mobile application for production planning using:
 - Java (Android Studio 2.2)
 - XML with Material Design Support Library for modern UI design
 - Custom Views to create tailored and dynamic user interfaces
 - SQLite for reliable local data storage
 - RESTful APIs via Retrofit or Volley for real-time data communication

2. Human Resource Information System (HRIS) Project

- Built a human resource management application using:
 - Java (Android Studio 2.2/3.0)
 - XML and Android Design Library for responsive and adaptive UI
 - Firebase for real-time notifications and data synchronization
 - SQLite + Web API integration for both offline and online data sync
 - Processed data using both JSON and XML formats from APIs

3. Mobile Budget Management Application

- Created a budgeting and expense tracking application featuring:
 - Firebase (Authentication, Realtime Database, Cloud Messaging)
 - HTTP POST/GET via RESTful APIs for handling financial data
 - Custom-built graphs and reports for real-time expense analytics
-

Key Skills & Technologies

✓ Programming Languages: Java, XML

✓ Android Development Tools: Android Studio (Versions 2.0 – 3.0)

✓ UI/UX Design: Material Design Guidelines, Custom Views, Responsive Layout Design

✓ Networking:

- RESTful APIs (Retrofit, Volley)
- SOAP Web Services
- JSON/XML data processing
- Background tasks using AsyncTask

✓ Databases:

- SQLite for on-device storage
- Firebase Realtime Database for cloud-based data

✓ Cloud & Notifications:

- Firebase (Authentication, Cloud Messaging - FCM)

Application port folio



1. **GPF Service App Pension Fund** : GPF Service is a membership information service for members of the Pension Funds Association (GPF), as well as information, news and welfare benefits. link :



2. **SSO #สำนักงานประกันสังคม**: Application for Social Security Office You can also check the contribution of the insurer:



3. **Techdit App**: App Buy VDO and preview detail



4. **Kutota App**: Product Management



5. **BEX App**: Travel Guide in the Northeast

Reason for leaving: *Career opportunity of work*

Jun 2015 – Jan 2016 Appdever Affiliates As Your Mind Co., Ltd.

Position: Junior Android Developer

Responsibilities:

Project Experience

1. Production Planning Application

- Developed a mobile application to assist with production planning using:
 - **Java** (Android Studio 2.0)
 - **Android SDK** for core app development
 - **SQL Server** as the backend database
 - **Genymotion Emulator** for testing and debugging
 - **XML** for UI layout and design

2. Cash Collection Application

- Built a mobile app to streamline the cash collection process using:
 - **Java** (Android Studio 2.0)
 - **SQL Server** as the main database
 - **XML** for building the user interface

3. Human Resource Information System (HRIS)

- Created a mobile application for HR management using:
 - **Java** (Android Studio 2.0)
 - **XML** and Android Studio for responsive UI design

- Various **Android libraries** for enhanced functionality
- **Gradle** for build automation and dependency management
- **Android Design Support Library** and **Material Design** principles
- **JSON** for API communication and data exchange
- **SQLite** for local data storage

Skills & Technologies

- Mobile application development using **Java** and **Android Studio**
- UI design using **XML** and **Material Design** principles
- Experience with **Android SDK** and a wide range of libraries
- Integration with both **SQL Server** and **SQLite** databases
- Data handling and communication via **JSON** and **RESTful APIs**
- Application testing using **Genymotion Emulator**
- Dependency management and build configuration with **Gradle**

Reason for leaving: *Career opportunity of work*

Jul 2014 – Aug 2014 **Otsuka Pharmaceutical Company Limited**
Pharmaceutical

Position: **A student is apprenticed/Internship**

Responsibilities:

Learning how to be coding software

Duties: Good knowledge in VB.NET, Microsoft SQL Server (2008R2,2012), Web Server and advance excel.

Reason for leaving: *Ended of internship*