

Sitt Srirapinngam

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Updated June 2026

EDUCATION

Computer Engineering, Chulalongkorn University

B.E. in Computer Engineering and Digital Technology

Bangkok, Thailand

2023 - 2027 (expected)

RESEARCH INTEREST

My current broad research interests are:

- Human-AI Interaction, Human-Centered AI, Spatial AI, Physical/Embodied AI, Human-Computer Interaction, Immersive Systems

INTERNSHIPS & INDUSTRY EXPERIENCES

Japan Advanced Institute of Science and Technology

June 2026 – Present

Research Intern

- Researching on Human-AI co-creative systems for 3D compositional scene design.

Lumio3D Co., Ltd.

May 2025 – July 2025

Research Intern

- Developed a neural style transfer network to correct photometric normals in facial scans.
- Optimized a 3D Gaussian Splatting animatable head avatar for improved compatibility with static multi-view facial scans.

Dplus Intertrade Co., Ltd.

May 2024 – July 2024

Software Engineer Intern

- Collaborated with the ERP team to develop and optimize the cross-storage shipping software.

RESEARCH EXPERIENCE & PROJECTS

AI-powered Automatic Joint Placement System

Sep. 2025 – May 2026

Capstone Project

- Developed an AI system and Plug-in that automates character joint placement task to match studio-specific styles.

Intelligent Systems Lab II, Chulalongkorn University

Nov. 2023 – Present

Research Assistant, Lab Member

- Applied Gaussian Splatting techniques to develop a virtual tour of Thai heritage sites, exploring differentiable rendering and basic 3D reconstruction.
- Tracked the movement of a seven-piece Tangram puzzle, gaining experience with camera calibration and feature-matching techniques.
- Assisted in developing and testing an optical absolute encoder using CMOS imaging and contributed to the paper draft.

Selected Course Projects

- **NLP System** : Fine-tuned LLMs for a tabletop RPG system (Dungeons & Dragons) to manage in-game situations, player states, and dynamic context transitions. (Awarded 1st place in course popular vote.)
- **Real-Time Computer Graphics**: Explored real-time subsurface scattering techniques for human skin, implemented in Unity, with basic rigging.
- **Pattern Recognition**: Experimented real image to anime style translation on cityscape scenery.

COURSEWORKS

Pattern Recognition, Artificial Intelligence/Machine Learning, Natural Language Processing, Intro to Digital Image Processing, Introduction to Data Science, Real-time Computer Graphics, Computer Engineering Mathematics I, II

AWARDS, CERTIFICATIONS, AND SERVICES

Department's Academic Distinction Award

Nov. 2024

- Outstanding Recognition as the 2nd place in Software Engineering class of 2023.

3rd prize, CEP-NXPO Application Development Contest

Aug. 2023

- Developed an application enabling companies and individuals to purchase retail carbon credits directly from project dealers to combat climate change.

ADDITIONAL INFORMATION

Languages

- Thai (Native), English (Fluent)