



PERSONAL INFORMATION

- 098-7855503
- fkgch1997@gmail.com
- Nakhon Pathom, Thailand 73000
- March 29, 2004
- Aszneek

HARD SKILLS

- Game Programming C#
- Game Engine Proficiency (Unity)
- Gameplay Mechanics & System Design
- 2D/3D Game Development
- Game Optimization
- Basic AI
- Version Control Systems (Github)
- IDEs (Rider, Visual Studio)

SOFT SKILLS

- Fast learning and adaptability
- Team collaboration and communication
- Problem-solving and critical thinking
- Time Management & Prioritization
- Attention to Detail

LANGUAGES

- Thai - Native
- English - intermediate (B2)

PONGSAKORN MUYMEE

GAME DEVELOPER



CAREER OBJECTIVE

Passionate Game Developer specializing in Unity and C#, with strong skills in game optimization, system design, and interactive media. Experienced in both individual and team projects, blending technical and creative problem-solving. Eager to contribute to innovative game development projects that deliver engaging player experiences.



EXPERIENCE

Neon Uprising (Action Platformer) - Game Developer Jan 2025

- Designed the core code architecture of the game.

Slime Revenge (Roguelike) - Game Developer Nov 2024

- Designed the core code architecture of the game and contributed to parts of the gameplay design.

Interstellar (Endless Runner) - Game Developer Mar 2024

- Designed the main gameplay mechanics and developed some of the game systems.

Ateas (Action Platformer) - Game Developer Dec 2023

- Designed the core code architecture of the game and developed most of the game systems.



EDUCATION

Bangkok University - School of Information Technology and Innovation 2022 - 2025

B.A. in Games and Interactive Media (Expected 2025)

GPA: 3.73 / 4.0

Princess Sirindhorn's College 2016 - 2022

High School Diploma (2022)

GPA: 3.11 / 4.0



REFERENCE

A. ANGKANA SUWANJATUPORN
Instructor at Information Technology and Innovation, Bangkok University
Email : angkana.s@bu.ac.th