



CHIT NAY MIN

UNITY GAME DEVELOPER



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[chit-nay-min-9b6b87179](#)



chitnaymin.github.io/portfolio/



<https://github.com/Chitnaymin>



Phaya Thai, Bangkok, Thailand

■ ABOUT ME

As an experienced game developer with over 4 years in the industry, I specialize in Unity and Cocos Creator. My proficiency in C#, JavaScript, and TypeScript allows me to create innovative gameplay mechanics and captivating visuals. Additionally, I excel in UI design, ensuring user-friendly experiences. I have hands-on experience with both SQL and NoSQL databases, as well as GIT and SVN, Socket.io.

■ PROFESSIONAL EXPERIENCE

■ EDUCATION

Bachelor of Arts in Burmese

Eastern Yangon University
Myanmar
2017 - 2024

Diploma in Information Technology

National Management Degree College
Myanmar
2016-2020

Diploma in Project Management

Strategy First University
Myanmar
2023

Professional Diploma in Leadership

Myanmar Management Institute
Myanmar
2019

Assistant Project Manager

ConceptX Co. Ltd.

June 2023 to Present

- Managed Learning Management System, School Management System, and CIS school website.
- Established project planning, created a project timeline, and planned team management.
- Monitored and reported on the project to stakeholders and created documentation.
- Managed development testing and post-release testing.

Current Project – LMS [<https://class.conceptxmm.com/>]

Computer Science Teacher

ConceptX International School

June 2022 to May 2024

- Worked as a Computer Science Teacher (Secondary & International GCSE).
- Served as a class teacher and taught over 150 students.
- Designed lesson plans for each level, incorporating Python, HTML, CSS, and C#.
- Created project-based assignments and exam questions.

■ OTHER EDUCATIONS

- Certified in A+ & Networking
- Certified in Microsoft Visual Basic .Net
- Certified in Basic English at Yangon University of Foreign Languages
- Studied at Thorsam School of Creativity in Game Development

■ TECHNICAL SKILLS

- Unity Engine
- Cocos Creator
- C# .Net, Python, Java Script, Java, HTML, CSS
- Augmented Reality App Developing
- Game Development
- Android & IOS Development
- Firebase
- SQL & NoSQL Database
- Socket.io
- Git & SVN
- Agile Methodologies
- Autodesk (3D designing), Blender
- Adobe Illustrator, Photoshop
- Project Management
- Project Monitoring
- Reporting
- Stakeholder Communication
- Version Control
- Microsoft Office
- Presentation

■ LANGUAGE

Burmese	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	100%
English	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	75%
Thai	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	20%

■ PROFESSIONAL EXPERIENCE

Game Developer

Lastoenjoy Co. Ltd.

October 2021 to April 2022

- Worked as a Technical Developer (project-based).
- Developed an app using the Unity engine and designed the application UI components.
- Implemented app functionality using APIs (backend protocols) and Firebase Realtime Database.
- Developed phone number authentication using Firebase.
- Incorporated localization features, enabling language change functionality.

Junior Developer

Game Factory

October 2019 to March 2021

- Developed games using the Unity engine and Cocos Creator.
- Designed the application UI components.
- Developed Android/iOS games.
- Implemented social media login using Firebase.

Finished Project – Farm Game

[<https://play.google.com/store/apps/details?id=com.GameFactory.FarmGame08>]

In this project, I was responsible for the achievement system, shop system, and some data management.

Junior Unity Developer

360ed Co. Ltd.

August 2018 to September 2019

- Developed an app using the Unity engine and Vuforia Augmented Reality.
- Designed application UI components, including the main screen UI and AR UI.
- Developed the app for the Android platform.

Junior 3D Designer

360ed Co. Ltd.

July 2018 to October 2018

- Created vector images using Adobe Illustrator.
- Designed 3D objects (e.g., pool, clock, vegetables).
- Created 2D textures for 3D objects, including unwrapping and UV mapping.

■ WORK RELATED SKILLS

- Strong team player with project management skills.
- Comfortable with software development processes.
- Excellent problem-solving and troubleshooting skills.
- Able to work under pressure.
- Capable of multitasking.
- Exceptional problem-solving abilities.
- Adept at troubleshooting complex issues.