



CHIT NAY MIN

UNITY GAME DEVELOPER



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



[chitnaymin.github.io/portfolio/](#)



<https://github.com/Chitnaymin>



Samsen Nai, Phaya Thai, Bangkok

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

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.

EXPERIENCE

Assistant Project Manager

ConceptX Co. Ltd.

June 2023 to Present

- Managed Learning Management System, School Management System & CIS school website.
- Established project planning, created a project timeline, and planned team management.
- Project monitoring and reporting to stakeholder and created documentations.
- Managed development testing and post-released testing.
Current Project – LMS [<https://class.conceptxmm.com/>]

Computer Science Teacher

ConceptX International School

June 2022 to May 2024

- Worked as Computer Science Teacher (Secondary & International GCSE)
- Worked as class teacher and taught above 150 students.
- Designed lesson plans for each level and used python, html, CSS & C#.
- Created the 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

- Experienced In Augmented Reality App Developing
- Experienced In C# .Net, Python, Java Script, Java, HTML
- Experienced In Game Development
- Designing Wire Frame
- Experienced In Autodesk (3D designing), Blender
- Experienced In Adobe Illustrator, Photoshop
- Experienced In Android & IOS Development
- Experienced In Cocos Creator
- Experienced In Firebase
- Experienced In SQL Database & NoSQL Database
- Experienced In Socket.io
- Experienced In Git & SVN
- Experienced In Agile Methodologies
- Advanced In Unity Engine

■ 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%

■ EXPERIENCE

Game Developer

Lastoenjoy Co. Ltd.

October 2021 to April 2022

- Worked as Technical Developer (project based)
- Developed app with Unity engine and designed the application UI components
- Developed app using APIs (backend protocols) & Firebase Realtime Database
- Developed authentication with phone number using Firebase
- Developed app with localization (language changing function)

Junior Developer

Game Factory

October 2019 to March 2021

- Developed games with Unity engine and Cocos Creator
- Designed the application UI components
- Developed Android/IOS games
- Developed social media login with Firebase

Finish Project – Farm Game

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

In this project, I did the whole achievement system, shop system and some data management.

Junior Unity Developer

360ed Co. Ltd.

August 2018 to September 2019

- Developed app with Unity engine and Vuforia Augmented Reality
- Designed application UI components (main screen UI, AR UI)
- Developed Android Platform app

Junior 3D Designer

360ed Co. Ltd.

July 2018 to October 2018

- Drew vector Images with Adobe Illustrator
- Designed 3D objects (e.g. pool, clock, vegetables etc...)
- Created 2D textures for 3D objects & Unwrapping, UV Map

■ 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
- Able to perform in multi-task
- Exceptional problem-solving abilities
- Adept at troubleshooting complex issues.