CHIT NAY MIN

Game Developer

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✉️ khrist.gamedev@gmail.com

📍 Bangkok, Thailand

🌐 Chit Nay Min's Portfolio

🐙 Chitnaymin

in Chit Nay Min

EXPERIENCE

Senior Game Developer
09/2024 – 01/2025

Freelance

- Developed a China-based project involving web casino games — Rocket Crash and Card Game — using **Cocos Creator**.
- For Rocket Crash, built the complete client side; no backend integration is required.
- I developed both client and server sides using **Colyseus** for the Card Game.
- Rocket Crash client is complete; Card Game is still in development.
- Tech Stack: **Cocos Creator, Colyseus, TypeScript, Git, Vercel Hosting**

Assistant Project Manager
06/2023 – 12/2024

ConceptX Co. Ltd.

- Managed Learning Management System, School Management System, and CIS school website projects.
- Led project planning, created timelines, and handled team coordination.
- Monitored progress, reported to stakeholders, and prepared project documentation.
- Oversaw development testing and post-release testing.
- Project Link: https://class.conceptxmm.com/
- Tech Stack: **Google Sheet, Jira, PowerPoint, Git, Google Meet**

Computer Science Teacher
06/2022 – 05/2024

ConceptX International School

- Taught **Computer Science to Secondary & IGCSE students** (150+ students total)
- Served as a class teacher, managing day-to-day student affairs
- Designed and delivered lessons in **Python, HTML, CSS, and C#**
- Created project-based assignments to enhance practical learning
- Developed exam questions tailored to curriculum standards

Game Developer
10/2019 – 04/2022

Game Factory

- Developed apps and games using **Unity and Cocos Creator**
- Designed UI components and implemented **cross-platform (Android/iOS)** functionality
- Integrated **APIs**, Firebase Realtime **Database**, and phone number **authentication**
- Implemented social media login and multi-language (**localization**) support
- Led the development of systems such as achievements, shop, and data management
- Published game: Farm Game on Google Play
- Tech Stack: **Unity, Cocos Creator, C#, TypeScript, Git, Firebase, SQL Lite**

Junior AR Developer
08/2018 – 09/2019

360ed Co. Ltd.

- 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.
- Tech Stack: **Unity, C#, Vuforia, Git**

LANGUAGE

- Burmese (Native)
- English (Proficient)
- Thai (Basic)

ABOUT ME

Skilled Game Developer with experience in Unity, Cocos Creator, and mobile app development. Proficient in C#, Python, Firebase, and project management, with a strong background in teaching and Agile workflows.

EDUCATION

East Yangon University

Bachelor of Arts in Burmese
2017 - 2024

National Management Degree College

Diploma in Information Technology
2016 - 2020

Institute of Commercial Management

Diploma in Project Management
2023

SKILLS

Programming Languages

- C#, Python, TypeScript, JavaScript

Game & App Development

- Unity, Cocos Creator, Augmented Reality, Android & iOS

Backend & Database Technologies

- Firebase, SQL & NoSQL Databases, Socket.io

Tools & Version Control

- Git & SVN, Microsoft Office, Autodesk, Blender, Illustrator, Photoshop

Project & Process Management

- Agile Methodologies, Project Management, Project Monitoring, Reporting, Stakeholder Communication, Presentation