CHIT NAY MIN

Game Developer

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Location: Bangkok, Thailand

Portfolio: chitnaymin.github.io/portfolio/
GitHub: github.com/Chitnaymin
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WORK EXPERIENCE

Senior Game Developer
September 2024 - January 2025
Freelance

- **Led development** of a web-based games (Rocket Crash & Card Game) in Cocos Creator, cutting scene load time by ~1s through optimized asset loading and memory use.
- **Delivered** the Rocket Crash client independently in 4 weeks, receiving strong positive feedback during internal alpha testing.
- **Engineered** client/server architecture for Card Game with Colyseus (Socket.io), built automated stress-test scripts to ensure low-latency multiplayer sessions.
- **Optimized** development workflow by introducing a Git feature-branch strategy and setting up Vercel CI/CD, halving typical deployment time.

Tech Stack: Cocos Creator, Colyseus, TypeScript, Git, Vercel Hosting

Assistant Project Manager
June 2023 - December 2024
ConceptX Co. Ltd.

- **Managed end-to-end delivery** of Unity-based educational games and the LMS & School Management System, ensuring consistent sprint delivery ahead of schedule.
- **Oversaw Unity project pipelines** from concept to testing, coordinating with developers, artists, and testers to ensure gameplay met educational objectives.
- **Planned and refined dozens of Jira sprint timelines** across 4 cross-functional teams (Devs, QA, UX, Content), consistently meeting sprint goals.
- **Produced extensive technical documentation and guides,** which significantly accelerated the onboarding time for new Unity developers.

Tech Stack: Google Sheets, Jira, PowerPoint, Git, Google Meet

Lead Game Developer
June 2022 - May 2024
ConceptX Co. Ltd.

- **Led Unity training and mentoring** for junior developers, covering core mechanics, physics, animation systems, and game architecture.
- **Directed development of internal Unity learning projects** such as Space Shooter, Rolling Ball, Platformer, and other prototype apps.
- **Reviewed code and provided technical guidance** on scripting patterns, optimization techniques, and scene management best practices.
- **Collaborated with artists and designers** to ensure asset integration and gameplay quality aligned with design goals.

Tech Stack: Unity, C#, Jira, Git, Shader Graph, Animation System, Physics Engine

Game Developer
October 2019 - April 2022
Game Factory

- **Developed and launched cross-platform apps and games** using Unity and Cocos Creator, targeting Android and iOS.
- **Designed an intuitive UI** and core gameplay with **localization, integrated Firebase, APIs, and phone authentication** for secure access.
- **Implemented social media logins** for smooth onboarding and **led development** of achievements, in-game shop, and data management systems.
- **Developed and launched** "Farm Game" on Google Play, achieving over 10,000 downloads.

Tech Stack: Unity, Cocos Creator, C#, TypeScript, Git, Firebase, SQL

Junior Game Developer (AR, Unity)
August 2018 - September 2019
360ed Co. Ltd.

- **Developed an AR-based Android app** using Unity and Vuforia, delivering immersive educational experiences.
- **Designed intuitive UI/UX** for both main app navigation and augmented reality interactions.
- **Collaborated in cross-functional teams** to ensure stable performance and AR rendering.

Tech Stack: Unity, C#, Vuforia, Git

ABOUT ME

Highly motivated Senior Game Developer actively seeking a full-time role. I bring over 5 years of experience delivering high-impact games and managing full-cycle IT projects. I am an Expert in C#, Python, TypeScript, and JavaScript, with hands-on mastery of Unity, Cocos Creator, and AR frameworks. I have a proven track record of accelerating feature delivery by optimizing workflows and integrating third-party APIs to elevate user engagement and retention.

EDUCATION

Institute of Commercial Management
Diploma in Project Management
2023

National Management Degree College
Diploma in Information Technology
2016 - 2020

East Yangon University
Bachelor of Arts in Myanmar Language
2017 - 2024

SKILLS

Programming Languages
- C#, Python, TypeScript, JavaScript

Game & App Development
- Unity, Cocos Creator, AR (Vuforia), Android/iOS Deployment

Backend & Multiplayer
- Colyseus, Socket.io, Firebase (Auth, Firestore), SQL & NoSQL

Tools & Version Control
- Git, SVN, Figma, Blender, Illustrator, Photoshop, Microsoft Office

Project & Workflow Management
- Agile/Scrum, Jira, Documentation, QA Coordination, Stakeholder Reporting

LANGUAGE

- **Burmese:** Native
- **English:** Professional proficiency
- **Thai:** Basic (currently learning)