



CHIT NAY MIN

GAME DEVELOPER



(+66)06-4812-2697



khrist.gamedev@gmail.com



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



chitnaymin.github.io/portfolio/



<https://github.com/Chitnaymin>



Bangkok, Thailand

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

Institute of Commercial Management
UK
2023

Professional Diploma in Leadership

Myanmar Management Institute
Myanmar
2019

ABOUT ME

Experienced Game Developer and Project Manager with expertise in Unity, Cocos Creator, and augmented reality applications. Skilled in designing and implementing full-stack solutions for games and management systems, with a strong foundation in programming languages such as C#, TypeScript, JavaScript, and Python. Proven track record of delivering projects on time, mentoring teams, and managing client relationships. Passionate about creating innovative solutions and contributing to the gaming and technology industry.

PROFESSIONAL EXPERIENCE

Senior Game Developer (Cocos Creator)

Freelance

Sept 2024 to Jan 2025

- Developed a China-based project involving web gambling games, including the Rocket Crash game and a Card game.
- For the Rocket Crash game, I developed only the client side, with no backend integration.
- For the Card game, I developed both the client side and the server side using Colyseus.
- The Rocket Crash game's client side is complete, while the Card game is still in development.

Project Link - <https://crash-game-bice.vercel.app/> (Rocket)

Project Link - <https://github.com/K-Luban/shan9.git> (Card)

Assistant Project Manager

ConceptX Co. Ltd.

June 2023 to Dec 2024

- 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.

Project Link - <https://class.conceptxmm.com/> (LMS)

■ 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
- Detail-oriented
- Stakeholder Communication
- Version Control
- Microsoft Office
- Presentation

■ LANGUAGE

Burmese	Native
English	Proficient
Thai	Basic

■ PROFESSIONAL EXPERIENCE

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.

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 – <https://play.google.com/store/apps/details?id=com.GameFactory.FarmGame08> (Farm Game)

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

■ REFERENCE

THIHA ZAW

360ed

Development Team Lead

Phone: +66994109346

Email: minthiha003@gmail.com

SOE MYAT MIN

Lastoenjoy

Project Manager

Phone: +818096884820

Email: hi@soemyatmin.it

SOE HTET

ConceptX

CEO

Phone: +9595198323

Email: sh2357@conceptxmm.com

■ PROJECT ACHIEVEMENT

Music AR Project - 360ed

- Achievement: Developed the main features (play instruments, reading biography).
- Technologies Used: Unity engine, Vuforia.

Farm Game Project - Game Factory

- Achievement: Published on both Play Store and App Store.
- Technologies Used: Unity engine, SQL Database.

Android & IOS Project - Lastoenjoy

- Achievement: Partially Contributed included Login, API handling, Localization.
- Technologies Used: Unity engine, HTTP Request, Firebase login and JSON.

LMS- ConceptX

- Achievement: Successfully managed and tested a comprehensive LMS in ConceptX International School.
- Technologies Used: Agile, Trello, Jira and Google Sheet.

Rocket Crash Game

- Achievement: Successfully developed client side with Cocos Creator using TypeScript.
- Technologies Used: Cocos Creator, TypeScript
- GitHub Link - <https://github.com/K-Luban/Crash.git>