

# CHIT NAY MIN

## Game Developer

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Location: Bangkok, Thailand

Portfolio: [chitnaymin.github.io/portfolio/](https://chitnaymin.github.io/portfolio/)

GitHub: [github.com/Chitnaymin](https://github.com/Chitnaymin)

LinkedIn: [linkedin.com/in/chitnaymin](https://linkedin.com/in/chitnaymin)

### WORK EXPERIENCE

#### Senior Game Developer

September 2024 - January 2025

##### Freelance

- Led the development of a web-based casino gaming platform featuring two titles: Rocket Crash and Card Game, built with Cocos Creator.
- Delivered a fully functional Rocket Crash game client independently, requiring no backend integration.
- Engineered both the client and server architecture for Card Game using Colyseus; the project is currently in the final development phase.
- Optimized development workflow using Git for version control and deployed builds via Vercel.

**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 Learning Management System, School Management System, and CIS school website projects.
- Directed project planning by creating timelines, allocating tasks, and coordinating cross-functional teams.
- Tracked project milestones and led QA from development to post-release, reporting progress to stakeholders.
- Produced comprehensive project documentation to support transparency and continuity.  
Project Link: <https://class.conceptxmm.com/>

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

#### Computer Science Teacher

June 2022 - May 2024

##### ConceptX International School

- Instructed 150+ secondary and IGCSE students in core computer science subjects, including Python, HTML, CSS, and C#.
- Designed and delivered engaging, project-based lessons to foster hands-on learning and critical thinking.
- Served as a class teacher, managing daily student affairs and supporting academic development.
- Created curriculum-based assessments and fostered practical learning through real-world projects.

#### 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.
- Published Farm Game on Google Play, contributing to the studio's mobile portfolio.

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

#### Junior AR Developer

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 Game Developer with **5+ years of experience** in game development and IT project management. Skilled in **C#, Python, TypeScript, and JavaScript**, with hands-on experience in **Unity, Cocos Creator, and AR** development. Adept at optimizing workflows, integrating third-party **APIs**, and managing project lifecycles to ensure the successful delivery of innovative digital solutions.

### 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

- 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

### LANGUAGE

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