

CHIT NAY MIN

Senior 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 casino platform (Rocket Crash & Card Game) in Cocos Creator, reducing average scene load time by ~35% (4.0 s → 2.6 s) in internal play tests.
- Delivered Rocket Crash client independently in 4 weeks, achieving 80%+ positive feedback from 12 internal play-testers and zero critical bugs in alpha.
- 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 (60% fewer merge conflicts) and setting up Vercel CI/CD, cutting deployment time by ~40%.

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 50+ Jira sprint timelines, enabling 95% on-time task completion across 4 cross-functional teams (Unity Devs, QA, UX, Content).
- Produced 20+ pages of technical documentation and guides, decreasing new Unity developer onboarding time by ~30%.

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

Results-driven Game Developer with 5+ years of experience delivering high-impact games and managing full-cycle IT projects. Expert in C#, Python, TypeScript, and JavaScript, with hands-on mastery of Unity, Cocos Creator, and AR frameworks. Proven track record of accelerating feature delivery by 25% through optimized workflows and integrating third-party APIs to elevate user engagement and retention.

EDUCATION

East Yangon University

Bachelor of Arts in Burmese
2017 - 2024

Institute of Commercial Management

Diploma in Project Management
2023

National Management Degree College

Diploma in Information Technology
2016 - 2020

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)