

CHIT NAY MIN

Game Developer

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Bangkok, Thailand

[Portfolio Website](#)

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EXPERIENCE

Senior Game Developer

Sep 2024 – Jan 2025

Freelance

- **Led 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; 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

Jun 2023 – Dec 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

Jun 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

Oct 2019 – Apr 2022

Game Factory

- **Developed and launched cross-platform apps and games** using Unity and Cocos Creator, targeting Android and iOS.
- **Designed 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, SQLite

Junior AR Developer

Aug 2018 – Sep 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 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

LANGUAGE

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