

# Panyawat Puengthamthanapoom

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## SUMMARY OF QUALIFICATIONS

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I am currently a student at Rangsit University, Major in Game Development and Esport. I am exploring opportunities for a Unity game developer position. Both internship and apprenticeship. With my experience from university and personal projects, my expertise lies in the development of game and software using Unity (game engine) and C#, and I have passion to improve my ability to enhance code quality and create better functional applications or games. I am eager to contribute my skills and knowledge to any team or project, I contributed to.

## EDUCATION

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<b>Rangsit University</b> – Pathumthani, Thailand <i>Bachelor of Science in Computer Game and Esport</i> Cumulative GPA: 3.34 (still undergraduate)	May 2021 - Apr 2024
<b>Triamudomsuksa Pattanakarn Nonthaburi School</b> – Nonthaburi, Thailand <i>High School in Science-Mathematics Program</i> Cumulative GPA: 3.50	May 2017 - Mar 2021

## TECHNICAL PROFICIENCIES

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**Programming Languages:** C#

**Game Engine:** Unity engine

**Technical Tools:** Git, Visual Studio Code, JetBrains Rider, Autodesk Maya, Substance 3D Painter

## LANGUAGES

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- Thai: Native Speaker
- English: Beginner ( no certificate)