

Gunthee Tawewatmongkol

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EDUCATION

Kasetsart University

Bachelor of Engineering in Software and Knowledge Engineering

GPA: 3.65/4.00 (First-class Honors)

Bangkok, Thailand

Anticipated graduation in May 2021

Honors

- Medal for Excellent Academic Performance (2017, 2018, 2020), Kasetsart Outstanding Academic Performance Scholarship (2017), International Undergraduate Program Excellent Student Scholarships (2017)

WORK EXPERIENCE

Metromerco Co., Ltd

Game developer intern

Bangkok, Thailand

June 2019 - August 2019

- Develop a game editor for rhythm games that level designers can drag and drop notes on Unity Engine to create gameplay easier and faster.
- Develop a notes data import and export system. The level designers can export the notes to a json file or import a json file to edit in the editor.
- Develop a notes data renderer, rendering json data to gameplay visuals.
- Research and design gameplay user interface, gameplay character.
- Design company mascot.

Zero-bit Co., Ltd

Freelance VFX artist

Bangkok, Thailand

October 2019 - December 2019

- Create legendary card spawning visual effects for [Athenion](#) mobile game.

True Axion Interactive Co., Ltd

Game developer intern

Bangkok, Thailand

June 2020 - December 2020

- Participate in TAI Unity game workshops
 - Learn the working process and improve algorithms skills by developing a Poker 21 game.
 - Learn basic game network both TCP and UDP by developing PING-PONG, simple chat, FFA Minesweeper game.
- Develop a game sub-quest panel for [Evergleam Hill](#) mobile game. Players can open/close the sub-quest panel and see a real-time quest progress update with in-game notifications.
- Implement sounds to game quest features: on button click, on panel open/close, on reward claimed, notification, on quest update, etc.
- Design and Develop a tester support tools for game quest features and game tutorials.
- Develop a private chat that lets players chat one-on-one with their friends or anyone in the game town.
- Improve features and fix bugs.
- [Internship report](#)

Thai Media Fund

Freelance game developer

Bangkok, Thailand

February 2021 - April 2021

- Develop [Truth seeker](#) game prototype in 4 modes, one of the media that helps children study in order to gain knowledge and understanding about fake news.

BNK musicmall Co., Ltd

Unity developer

Bangkok, Thailand

June 2021 - May 2022

- Develop a core network system for the [Notero](#) piano adventures project using WebSocket. Student devices(client) can join a classroom anytime.
- Develop a game state machine for Notero piano adventures project. After student devices join into class, instructor and student devices have to run an application in the same state until they finish class.
- Develop a piano gameplay for Notero piano adventures project, create notes renderer to render gameplay visuals from midi file, create note press/release scoring.
- Implement electric piano input adapter to Notero piano adventures project.
- Develop presentation system contains image slides and video player for Notero piano adventures project.
- Develop base 2D user interface with animation system for Notero piano adventures project, developer can easily implement new dialog, popup, navbar through this system.
- Develop debugger on Unity Editor to create virtual network connection and developer can develop the features easier(develop without setting real devices).
- Develop a development scene for designers, designers use this scene for gameplay balancing.
- Develop a video production scene which contains piano gameplay with bot playing and other visual options, this scene be used for recording Notero piano teaching video.

Multiverse Expert Co., Ltd**Bangkok, Thailand***Lead Unity developer**May 2022 - present*

- Improve currency system to connect Metamask wallet and update in real-time for [3 kingdoms hero](#) NFT game.
- Develop authentication system, character management system, shop system, inventory system, mailbox and connect the features to Metamask account for 3 kingdom hero game.
- Be an advisor for [Bitmonster](#) NFT game in part of game visualization, game server and webGL build.
- Manage and refine roadmap, epic, tasks for [Velaverse](#) metaverse project both of the designer team and programmer team.
- Be an advisor for Velaverse in part of game visualization, data management, game server, optimization.
- Train junior developers about basic programming, oop, code smell, design pattern, Unity techniques, game optimization, git, git flow, software process.

LEADERSHIP AND TECHNICAL PROJECTS

Faculty of Engineering, Kasetsart University**Bangkok, Thailand***Teaching Assistant**January 2021 - March 2021*

- Hosted weekly office hours, and managed class discussion forums for over 20 students in Digital Game Production course, Unity C#.

Super tofu: Magenta**Bangkok, Thailand***Software engineer at Kasetsart University**April 2020 - May 2020*

- Design and develop [Super tofu: Magenta](#) game.
- Super Tofu: Magenta is a story puzzle game prototype, players play as a soldier tofu, they have to fight with monsters and solve a puzzle to save a spaceship and his friend(mini tofu).

Super Tofu: mini tofu**Bangkok, Thailand***Software engineer at Kasetsart University**March 2020*

- Design and develop [Super Tofu: mini tofu](#) game.
- Super Tofu: mini tofu is an endless game, players play as a mini tofu and have to dodge obstacles as much as they can.

Faculty of Digital media, Sripatum University**Bangkok, Thailand***Teaching Assistant**July 2020 - October 2020*

- Hosted weekly office hours, and managed class discussion forums for over 51 students in Game Programming III course, Unity C#.

P'Tou go to the party**Bangkok, Thailand***GameJam from Home - Solo developer**April 2020*

- Design and develop [P'Tou go to the party](#) game.
- Help P'Tou and P'Tou and P'Tou and P'Tou go to his friend's house and enjoy the party, players have to press up arrow to hands up and dance and press down arrow to dance on the floor to dodge all obstacles.

Finding in curve**Bangkok, Thailand***Game Jam 2020 - Team Leader**December 2019*

- Lead team in the design and development of [Finding in curve](#) game.
- This is a duo player side-scrolling action game which is focused on boss fight. Players have to control two mysterious characters which are Lu and La. Players have to fight with the bosses until the game meets the end. The players can obtain abilities which are random for each boss that they defeat. The cooperation between two players is really important for fighting against bosses. Players can use their abilities to support each other in case of an increasing amount of damage to the bosses.

Kenny Editor**Bangkok, Thailand***Software engineer at Kasetsart University**December 2019*

- Design and develop [Kenny Editor](#) development tools.
- Kenny is a map editor for games developers providing map size configuration, terrain creator, environment creator.

NHONG**Bangkok, Thailand***Software engineer at Kasetsart University**June 2019 - May 2020*

- Design and develop [NHONG](#) application, [teaser](#), [report](#).
- NHONG is an application that helps users act in an environmental friendly way.

Faculty of Engineering, Kasetsart University

Lecturer 'โครงการพี่สอนน้อง'

Bangkok, Thailand

October 2019

- Managed class discussion forums for over 15 students in Unity Engine animation and animator tools.

Fruits Eater

Gaming Dev Bootcamp - Team Leader

Bangkok, Thailand

August 2019

- Design and develop [Fruits Eater](#) AR game, 2nd runner-up award
- Players will play as a robot that attaches to their mouth and move left or right to control the robot to collect a part of fruits as an order.