



# Intouch Yuso

As a recent International Computer Engineering graduate from KMUTT University, I am passionately interested in game development. Throughout my education, I gained great experience and remain committed to continuous learning and taking on new challenges. My ambition is to contribute to the growth and innovation of Thailand's gaming industry.

## Contact

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## Education

### (2021-2025)

#### KING MONGKUT'S UNIVERSITY OF TECHNOLOGY THONBURI

Computer Engineering International

GPA 3.00

## Skill

- C ++
- C# (Unity)
- Unreal engine 5 (Blueprints)
- Python
- MySQL
- Git & Github

## Language

- Thai
- English

TOEIC SCORE : 830

LISTENING : 370

READING : 460

## Project

### 2022

#### EGA-EDUCATIONAL GAME ABOUT AI

*game development*

- puzzle game about artificial intelligence, includes dialogue and item interaction system
- Created with godot engine, responsible for game development and sound

### 2023

#### LMS-LIBRARY MANAGEMENT SYSTEM

*Database systems*

- A system for library staff to manage and store data of members and staff
- Creating a database by using AWS RDS(MySQL) for data base and NextJS for framework
- Responsible for business model and back-end development

### 2025

#### ADAPTIVE ARTIFICIAL INTELLIGENCE AGENT IN 2D GAMEDEVELOPMENT

*Game development*

- Developed a reinforcement learning-based AI agent in Unity capable of navigating 2D platformer environments with actions like walking, jumping, and dashing.

## Work Experience

### JUNE-AUGUST 2024

#### KOS DESIGN

*Game Developer Internship*

- Work on the MMORPG games project name Outlander
- Create AI for MMORPG games, focusing on using networks to enhance gameplay using unity engine
- Writing Game Design Documents (GDDs) and developing an MMORPG game project from scratch