



Contact



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[Intouch Yuso](#)



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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

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.

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