KASIDIT RUANGMUNJIT

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SKILL

- Unity Engine
- C#
- Java Script
- Type Script
- Node Js
- React
- Go lang
- PHP
- MySQL
- Git

QUALIFICATION

- API Development – Skilled in building and securing RESTful APIs.
- Game Development – 2 years of experience in Unity (C#), multiplayer systems, and backend services.
- Backend Development – Proficient in (PHP , MySQL), C#, and Node.js
- Problem-Solving – Strong analytical skills for optimizing performance and handling concurrency.

REFERENCES

Founder & Lead Unity Developer at WolvEden Production

- Pongsathorn Kiatticharoenporn
- 084-360-7717
- wolf.alpha@wolveden.com

Unity Developer at ichigames

- Ittiporn Keawumpai
- 087-879-4856
- Ittiporn.keawumpai@gmail.com

PERSONAL SUMMERY

Passionate Backend Developer with 2 years of experience, transitioning from game development to web development. Skilled in (PHP , MySQL) , C#, Unity, and Node.js, with expertise in API development, I enjoy solving complex problems and building efficient backend systems for games and web applications.

WORK EXPERIENCE

Game Developer

Anyplay Digital co.,ltd   Sep 2024 - Dec 2024

- Developed backend APIs (PHP, MySQL) to support seamless data integration and functionality.
- Designed and implemented a web top-up application to enhance user payment workflows.
- Built a Unity Editor tool to automate asset and animation clip creation, improving team efficiency.
- Fixed long-standing bugs, optimized performance, and ensured system stability.
- Contributed to the development of Piggy เลี้ยงหมูกับเพื่อน, a mobile farm simulation game, enhancing user engagement and gameplay experience.

Unity Developer

Ichigames co. ltd   Oct 2023 - Aug 2024

- Released Games on various platforms like Google Play Store, Apple Store, and Steam
- Implemented a Unity Editor tool button in the inspector for developer convenience.
- Implemented a Authentication on mobile game. (Google Sign-in, Apple Sign-in)
- Implemented a In-App purchase on mobile game.
- Implemented Multiplayer Game. (ScrapDown)
- Implemented a Unity Ads

Managed the development of mobile games such as ScrapDown, BeatShift, KebabStack, SuperSib, ScottX, What in the bush, and Snow Bounce ichi, as well as the PC game Duriano by coordinating with the development and design teams to discuss game features.

Unity Developer

Glory forever public company limited   Feb 2023 - Oct 2023

- Import UI to Unity from graphic design (using NGUI).
- Improve and develop game.
- Implemented a Unity Editor tool button in the inspector for developer convenience.
- Implemented a In-App purchase on mobile game.

Unity Developer (Intern)

WolvEden Production   May 2022 - Aug 2022

- Develop a 2D platform mini-game for the web using WebGL and deploy it with Firebase. (https://innovation01-c8042.web.app)
- Implemented a Animation (using DOTween)

EDUCATION

Bangkok university

2019 - 2022

- Bachelor of Science
- Information Technology and Innovation
- Games and Interactive Media
- Current GPA : 3.61