




# KASIDIT RUANGMUNJIT


## UNITY DEVELOPER

### CONTACT

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### SKILL


- Unity Engine
- C#
- Web Socket (Unity)
- Authentication (Unity)
- In App Purchase (Unity)
- Git
- Node Js
- React
- Go lang
- PHP
- MySQL


### QUALIFICATION


- Experienced in PC, Mobile Game With Unity.
- Experienced in version control software with Git, GitHub Desktop, Source Tree, Fork, Git Graph.
- Experienced in Multiplayer API Mirror, Fish Net, Photon pun.
- Understanding in UX/UI principles and design thinking wireframe and mockup with Figma, Adobe XD, Adobe AI.
- Having a passion for creating and playing video games.

### 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 Unity Developer skilled in crafting immersive experiences. Expertise in leveraging Unity's power to create captivating worlds and engaging gameplay. Dedicated to innovation and storytelling in game development.

### 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