



KONGKA NILMOD

GAME DEVELOPER

EXPERIENCE

Jun-Aug 2019 **Code App Co., Ltd.**
Software Engineer Intern

- Make robust web applications and APIs with Node.js and Express.
- Learn how to code cleanly, functional programming, and the principle of software engineering.
- Learn essential soft skills: working cooperatively, communication skills, critical thinking, etc.

Aug-Dec 2021 **Nanuq Studio**
Game QA Tester Intern

- Write and evaluate Test Cases for game features
- Reproduce and identify defects and potential flaws in the game and write Bug Reports to communicate with the team
- Coordinate with the team to discuss the game issues, then prioritize the severity and reproducibility of them.
- Give gameplay and feature feedback via verbal or textual reports

ACHIEVEMENTS

2021 **National Software Contest 2021**
Qualified for Presentation State (Second Round)

- Create a proposal to illustrate the game idea and write a full report for detailed game documentation.
- Work cooperatively to design, develop the game, and write a proposal and full report.
- Learn additional essential tools for online game development.

2023 **Mini Jam 123: Web**
Achieved #6 highest rating from 222 entries

- Work cooperatively to design, and develop the game within a very limited period.
- Using advanced real-world data structure to satisfy the game design

ACADEMIC BACKGROUND

Wat Raja-O-Ros School
2013-2018 | Mathematic-English Program

- Class representative and deputy for 3 years
- Student accountant in school bank for 1 year
- Second Highest GPAX in the 2018

King Mongkut's University of Technology Thonburi
2018-2023 | Media Technology

- Be one of teaching staffs in IDIACAMP#8
- Be one of teaching staffs in Pre-Programming Bootcamp 2019

SUMMARY

I am an observant, adaptive, and fast learner. I am interested in learning new tools, techniques, and technology that help me expand my knowledge in game and/or software development industry, to keep improving my skills by doing things I have passion for.

SKILLS

Primary Skills

Game Development

- Unity3D

Programming Languages

- C#, JavaScript, TypeScript

Version Controls

- GitHub, BitBucket, GitLab

Project Management Tool

- Trello, Miro

Secondary Skills

Drawing and Animation

- Painttool SAI, Adobe Animate

3D Modeling

- Autodesk Maya, Blender

Song Composing

- FL Studio

CONTACT

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