



About me

I am someone passionate about game development and writing high-quality code. Currently, I am focused on improving my Clean Code skills to ensure that the code in games developed with the team is organized, clear, and easy to understand.

Skills

Hard Skills

- C#: Understanding Object-Oriented Programming (OOP)
- Unity: Specializes in developing 2D games.
- JavaScript, HTML, CSS: Beginner Level
- Git/GitLab
- SourceTree

Soft Skills

- Has good communication skills.
- Work effectively as a team.

Language

- Thai Language
- Basic English

Interest

- Game Development Youtuber
- AI

VARIT TRIPICHAPHAN (KUNG)

Game Developer

ข้อมูลการติดต่อ

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Experience

2568 • Progaming (Internship)

Cocos: Developed educational learning games, designed/implemented interactive quiz modules, created intuitive UI for enhanced learning.
Unity: Developed technology creation/upgrade systems, implemented/expanded flocking for character movement, built quiz game with timer system, optimized code/performance.

2567 • GreenNight (Thesis)

2D Tower Defense, Survival is a survival and base defense game where players must manage resources and prepare to defend against incoming zombies. I was responsible for programming the internal game systems, such as building, zombie spawning, and time management.

2567 • Project My Ammo (Project)

2D Tower Defense, CO-OP game where players must cooperate to defend against incoming zombie hordes and gather resources from loot to protect our base. I was responsible for programming various systems such as the CO-OP Lobby system using Netcode, Enemy systems, and more.

2566 • Silent_faced (Project)

It's a 2D Survival, Horror game where you have to survive stressful situations. The game focuses on letting players experience the scary and unpredictable atmosphere of enemies that are constantly pursuing you. I was responsible for programming and various systems within the game, such as the Enemy AI system using a state machine, Inventory, and Save Manager, using JSON files, etc.