

KITSANAPONG PROMLEE

GAME DESIGNER & GAME DEVELOPER



Technical Skill

- Notion, Adobe App, Microsoft Office: **Proficient**
- Unity, Maya: **Independent**
- Substance 3D: **Basic**

Soft skill

- Creativity
- Emotional Intelligence (EQ)
- Teamwork
- Critical Thinking

Language

- Thai (Native)
- English (Communicate)

Career Objective

To utilize my creative skills and passion for storytelling to craft engaging narratives and innovative game designs. I am eager to collaborate with a dynamic team to develop immersive experiences that captivate players and push the boundaries of interactive entertainment.

Project

Letter & Memories

Project / PC Game Aug 2022 - Nov 2022

Letters & Memories is a multiple-choice story game searching for missing memories from letters.

Genre: Story & Choice matter

Role: Game Designer

Engine: TyranoBuilder Visual Novel Studio

Write a short film script

Writer / Drama Apr 2023

Write a script for a short dramatic film that is approximately 15 minutes long. This work was created to be submitted in the course.

Genre: Story

Role: Writer

In the Family we trust

Thesis Project / Drama Apr 2023

In the Family we trust is a 2d side scrolling game owned by 5x6 house company. I have developed the gameplay, mini games and written the script.

Genre: 2D Side scrolling

Role: Game Designer & Writer

Reward: Best Narrative Award By Bu Game On

Expertise

- Team Advisor
- Search for information
- Test something new
- Video editing

Work Experience

Debuz Company Limited (Intern)

Project / Intern Jun 2024 - Aug 2024

Life's Crown Conquest is a visual novel game in the BuzzDe app by Debuz Company Limited. I wrote the script and designed the game's route in this work.

Role: Game Designer & Writer

Sunny Syrup Studio

Project / Work Feb 2025 - Apr 2025

Sunny Syrup Studio is an indie game development studio. I had the opportunity to join the team for a short period, during which I worked on a GDD and started writing the narrative for a new project.

Role: Game Designer & Writer

FineArt Studio

Project / Work 7 Days

Lumine Life is a philosophical 2D platformer game developed by FineArt Studio as part of the Thailand Game Jam event.

Role: Game Designer & Writer & Level Design

Education

Bangkok University

2021-2024

*School of Information Technology and Innovation,
Programs Games and Interactive Media*

3.17GPA