MATUS YAOWVASRISUWAN

CONTACT

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📍 Khon Kaen, Thailand

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in LinkedIn

EDUCATION

KHON KAEN UNIVERSITY
Digital Media Engineering
2020 - 2024

SKILLS

→ Unreal Engine
→ Unity
→ Jira
→ Slack
→ C++
→ C#

SOFT SKILLS

→ Problem solving
→ Team collaboration
→ Strategic thinking

CERTIFICATION

UNREAL ENGINE 5 C++ DEVELOPER
2023
GameDev.tv (Udemy)

RINGZERO INTERNSHIP PROGRAM
2023
RingZero Game Studio Ltd.

ABOUT ME

A university student of digital media engineering, a part of computer engineering, at Khon Kaen University. I have been studying programming since 2020 and enthusiastic about making video games since sophomore year of my study.

EXPERIENCE

GAME JAMMER
Itch.io (2023 - 2024)

First joined in November 2023, and regularly join small game jams as a part of personal skill development through project-based learning.

Mainly participate as a developer using **Unreal Engine and Unity** based on projects. Version controlling with **Github**. **Document** principles and references used in every projects.

INTERN UNREAL GAME PROGRAMMER
RingZero Game Studio Ltd. (2023)

Work at international AA game studio using Unreal Engine on a first person simulation game project. Collaborating with on-site and remote developers.

Responsible in programming and debugging minigames using **animation blueprint**, **gameplay blueprint**, **Unreal Engine widget**. Collaborating and document work using **Jira and Slack**. Source controlling with **Tortoise SVN**. Delivering builds along with 3D artist, animators, sound designer and other programmer

OBJECT ORIENTED PROGRAMMING COURSE
Digital Media Engineering (2022)

Core subject of sophomore year in the university. Studying to program clean, structure and maintainable code with object oriented principle.

Being the top student of the class of that year. Program using python to finish assignments and exams with principles of **Encapsulation, Inheritance, Polymorphism, and Abstraction via Github.**