Contact

086 242 5361 (Mobile) matus.y@kkumail.com

www.linkedin.com/in/matusyaowvasrisuwan-wasabiboy (LinkedIn)

Top Skills

Model-View-Presenter (MVP)
Functional Testing
English Literature

Languages

Thai (Native or Bilingual)
English (Professional Working)

Certifications

RingZero Game Studio Employment Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games

Khon Kaen University English Proficiency Test

Foundational C# with Microsoft

Publications

Let's do your first CI/CD with Unreal Engine

Matus Yaowvasrisuwan

Game Programmer

Khon Kaen, Thailand

Summary

As a dedicated software engineer specializing in game development, I bring expertise in Unreal Engine, Unity, and scalable game systems.

My experience spans automated testing, CI/CD pipelines, and implementing efficient workflows to deliver high-quality gaming experiences.

I am passionate about crafting games that captivate players while adhering to engineering best practices

Experience

IDP IELTS (MOD IELTS)
Exam Proctor
May 2022 - Present (2 years 7 months)

Khon Kaen, Thailand

Part-time IELTS invigilator.

Squad X

Game Programmer

September 2024 - November 2024 (3 months)

Bangkok, Bangkok City, Thailand

- Implemented core gameplay systems: Designed and developed player ranking division and skill tree modules in Unreal Engine 5, enhancing player progression mechanics.
- Ensured code quality and reliability: Authored comprehensive documentation and implemented automated tests, promoting maintainability and robustness across the codebase.
- Adopted scalable architectural practices: Applied the MVP architectural pattern in the division module, improving modularity and development efficiency.

- Explored multiplayer optimization: Investigated and applied Unreal Engine's best practices for multiplayer systems to enhance performance and scalability.
- Experimented with ability system workflow: Conducted in-depth research on Unreal Engine's Gameplay Ability System (GAS) to explore its potential for optimizing development workflows.
- Experimented with CI/CD pipelines: Researched Unreal Engine-specific CI/CD methodologies, assessing their potential to enhance build efficiency and deployment automation.

RingZero Game Studio Ltd. Intern Unreal Game Programmer April 2023 - October 2023 (7 months) Yannawa, Bangkok City, Thailand

Key responsibilities

- Worked on a first-person simulation game using Unreal Engine.
- Collaborated with animators, 3D artists, and sound designer to deliver the minigames.
- Document workflow practises between animator and programmer.
- Debugging and refactoring Unreal Engine Blueprints upon bugs report.
- Brainstorming ideas with other developers to improve the workflow and stability of the product.

Khon Kaen University 5 months

Teaching Assistant
July 2022 - November 2022 (5 months)
Khon Kaen, Thailand

Being one of professor assistants.

Assisting in teaching, training and consulting.

Reducing the gap between professor and students.

During this job, basic data structure knowledges are applied throughout the questions that students asked while they were working with assignments.

Teaching Assistant
July 2022 - November 2022 (5 months)
Khon Kaen, Thailand

Being one of professor assistants.

Assisting in teaching, training and consulting.

Reducing the gap between professor and students.

With clear understanding of Object Oriented Programming concepts, I am able to compose and share the knowledges to the students in many programming languages and perspectives.

Khon Kaen University Teaching Assistant January 2022 - April 2022 (4 months)

Khon Kaen, Thailand

Responsibilities: Assisting Professor in teaching, Helping students with technical problems and codes.

Requirement: Knowledge of programming principle, environment and C++ language.

Responsible for assisting professor in lecturing this course.

Helping students learn about the principles of programming using C++ language.

Solving technical problems when students is struggled with setting up programming environment.

I am required to know the programming principle that can be applied by any languages.

In addition, I am able to set up the suitable environment for C++ programming as well as programming in C++.

Education

Khon Kaen University

Bachelor of Engineering - BE, Digital Media Engineering (Part of Computer Engineering) \cdot (2020 - 2024)

Khon Kaen Wittayayon

English Program, Science · (May 2017 - February 2020)