



PIMONPUT TALUBNGA

IT Intern | Game Developer | Software Developer
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Summary

I am a third-year Digital Game Development student at the College of Arts, Media and Technology (CAMT), Chiang Mai University. Skilled in game programming (Unity C#), web/app development, 3D modeling, graphic design, and interactive media creation. I have experience as a Lead Programmer in multiple game projects, with strong teamwork, coordination, and rapid prototyping skills gained from hackathons and real-world production environments. I am passionate about creating meaningful digital experiences that combine technology and creativity.

Work Experience

Content Creator – NOUV Brand

(June – December 2025)

- Created online fashion content and product marketing visuals
- Edited promotional videos to increase engagement
- Designed graphics for campaigns and brand promotions

Treasurer, Coordinator & Content Creator – Esport Club, Chiang Mai University

(2023 – Present)

- Managed finances, reports, and budgeting for tournaments
- Designed promotional materials and edited videos for club media
- Coordinated esports events and strengthened community engagement and event participation

Student Affairs Assistant – College of Arts, Media and Technology

(June 2025 – Present)

- Handled academic documentation and student activity coordination
- Designed infographics and communication materials for faculty events
- Developed an Excel-based tool for automating course input and credit calculations

Research & Teaching Assistant – Logic for Game Development, Digital Game, College of Arts, Media and Technology

(November 2025 – Present)

- Supported preparation of teaching materials and logic exercises
- Helped students understand Boolean logic, flow control, and problem-solving
- Assisted in departmental research related to game development methodologies

Hackathon Experience & Awards

Tiny Earth Keepers (AR Recycling Game)

2nd Place (2025)

Awarded at the CAU x CMU Joint Hackathon 2025, co-hosted by College of Arts, Media and Technology, Chiang Mai University & Chung-Ang University, Chiang Mai.

- Designed the game flow, UI, and AR scanning system, assisted with presentation materials and prototype demonstration
- Worked with Thai and Korean participants in a multicultural environment
- Improved rapid prototyping and time-restricted development skills

FitMe (AR Fitness App)

Honorable Mention (2025)

Awarded at the Global Startup Design Thinking Hackathon 2025, hosted by Chung-Ang University, Korea.

- Developed an AR-based fitness app using motion tracking, designed workout mini-games to improve engagement
- Collaborated with international teams and strengthened cross-cultural communication
- Improved rapid prototyping and time-restricted development skills

Skills

Programming Skills: Unity (C#), Unreal, HTML, CSS, JavaScript, Typescript, React, Tailwind(CSS), Bootstrap, Flutter (Dart), Firebase, PHP, Node js

Design Tools: Photoshop, Illustrator, Canva, Figma, Blender

Office & Productivity: Microsoft Word, Excel, PowerPoint, Google Docs/Sheets

Education

Digital Game Development (B.A.) — GPA: 3.72
College of Arts, Media and Technology (CAMT), Chiang Mai University — Year 3 (Ongoing)

Languages

Thai • English • Japanese (Intermediate)

Projects

- Let Him Cook (2024)**
Adventure cooking RPG. Developed combat, gathering, crafting, and quest logic systems. Responsible for gameplay mechanics and system integration.
Lead Programmer
- Sent It (2025)**
Delivery simulation & puzzle strategy game. Implemented time management, physics-based packing, and day-night cycles. Responsible for gameplay mechanics and system integration.
Lead Programmer
- Animals Trekking (2024)**
Hybrid-casual mobile game blending endless running, base building, and multiplayer racing. Responsible for gameplay mechanics and system integration.
Lead Programmer
- Resume Website (2025)**
Designed and developed a modern portfolio website using React + TypeScript to showcase projects.
Lead Programmer
- 3D Medieval Architecture Pack (2025)**
Modeled buildings, created UVs and textures, assembled scenes, and designed lighting setups for cinematic night environments.
3D Environment Artist

(Full project details are available on my website.)

Event Staff Experience

Coordinated esports tournaments, supervised event operations, and produced promotional content for multiple university and community events (2024–2025), including Vet Game, RoV CMU League, CMU Freshmen Games, RoV University Championship, Global Game Jam, CMU Sport Day, CAMT Open House, and the Chiang Mai Municipality Esports League, CMU Staff Esports.