

NATDANAI PUTHOM

GENERALIST GAME PROGRAMMER

Looking for a game programmer role after completing my internship at Ion Game Design.

RECENT EDUCATIONS

The Game Assembly

Game programmer

2022 - Present

- Data structure, Architectural System, AI Navigation and 3D Math for Game Development
- Developed 7 games in multidisciplinary teams consisting of up to 14 people (2 in Unity and 2 in TGA's in-house engine)
- Programmed a custom in-house engine for 4 game projects in C++ and DirectX11
- Portfolio work: **SimpleEngine**

Mälardalen University

Master of Science in Robotics Engineering

2019 - 2021

- Programmed robots (Winks) using Arduino
- Calculus, basic physics and electronics

RECENT WORK EXPERIENCES

Game Programming Intern

Neanderthal & Greenland Project Lead

Autum 2024 - Present

- Provided weekly summaries to the team, highlighting key achievements, challenges and upcoming goals.
- Debugged and fixed game-breaking bugs, improving overall stability.
- Implemented missing features, enhancing the user experience.
- Contributed to the implementation of **High Frontier's** audio system

SKILLS

- C++ 20 and C#
- Unity 2022 and Unity 6
- Unreal Engine 5 (very basic)
- Microsoft Visual Studio
- Memory Management Optimization
- Debugging
- Version Control (Git, Perforce)
- Scrum & Agile

WEBSITE



[Portfolio](#)



[Itch.io](#)



[Github](#)

LANGUAGES

- Swedish Professional Proficiency
- English Professional Proficiency
- Thai Native

CONTACT



+46 70 935 00 24



Sweden, Stockholm



natdanai.puthom1997@gmail.com



[Linkedin](#)