# NATDANAI PUTHOM

GAME PROGRAMMER

Looking for a 32-week internship starting in autumn 2024 to finish my education at The Game Assembly.

## EDUCATION

### 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 our last 3 game projects in C++ and DirectX11
- Portfolio work: **Inverse Kinematics**

### Mälardalen University
Master of Science in Robotics Engineering
2019 - 2021

- Coding robots with Arduino Winks
- Calculus, Physics and Electronics

## WORK EXPERIENCES

### Street Food Market - Helper
Solna & Kungsträdgården
Summer 2022

- I assist in areas with limited staffing, including preparing simple meals, replenishing supplies and maintaining cleanliness

### TD Techdata - Konsult
Summer 2021

- Mentoring new team members, fostering a positive atmosphere among colleagues and managing a small team

Summer 2019

- Assembling, configuring, and packaging computers

## CONTACT

- +46 70 935 00 24
- Sweden, Stockholm
- natdanai.puthom1997@gmail.com
- Linkedin

## WEBSITE

- Portfolio
- Itch.io
- Github

## LANGUAGES

- Swedish   Full Professional Proficiency
- English   Professional Proficiency
- Thai      Native

## SKILLS

- C++ and C#
- Unity
- Memory Management Optimization
- Character, Controls, Camera
- Perforce
- Github
- Scrum