

# NATDANAI PUTHOM

## GAME SYSTEMS & ENGINE 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

- Math (such as Calculus and Linear Algebra etc)
- Physics and electronics

## RECENT WORK EXPERIENCES

### Game Programming Intern

Neanderthal & Greenland Project Lead

Autumn 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 and improved workflow for the team.
- Contributed to the implementation of High Frontier's audio system and some other systems.
- Gained experience assisting in the development and release of games on Google Play, App Store and Steam.

## SKILLS

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

## WEBSITE



[Portfolio](#)



[Itch.io](#)



[Github](#)

## LANGUAGES

- Swedish Professional Proficiency
- English Professional Proficiency
- Thai Native

## CONTACT



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