

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 8 games in multidisciplinary teams consisting of up to 14 people (2 in Unity, 1 in Unreal and 2 in TGA's in-house engine)
- Programmed a custom in-house engine for 3 game projects in C++ and DirectX11
- Portfolio work: **Entity Component System**

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



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[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