Natdanai Puthom

GAME SYSTEMS & ENGINE PROGRAMMER

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LANGUAGES: SWEDISH/ENGLISH/THAI

Hi! I am Natdanai, passionate game developer

I began my journey as a game developer in 2022 at The Game Assembly, where I learned C++ from the ground up and collaborated with a cross-disciplinary team of 10-13 students to create games from scratch—2 in Unity, 2 in an in-house school engine, and 3 in the in-house team's engine. I am currently interning at Ion Game Design as part of my education, set to complete in May 2025. During this internship, I'm gaining hands-on experience in ongoing Greenland, Neanderthal, and High Frontier 4 games, broadening my knowledge and skills in both creating games from scratch and working on existing projects. As my internship comes to and end, I'm looking to grow my experience by getting involved in bigger game projects.

More about myself and hobbies, I enjoy continually challenging myself and staying productive. Outside of work, I spend time on personal programming projects such as SimpleEngine and I'm always watching devlogs and videos about game creation to stay inspired. When I need a break, I unwind by playing with my cats, going for a walks or getting some exericse.

Thank you for taking the time to consider my application. I'm excited about opportunity to contribute to your team and would love to discuss how my experience and passion for game development can bring value to your projects. I look forward to hearing from you!

Best regards,
Natdanai Puthom