



NATTAPHAK UDOMWASURAT

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💻 https://nattaphak.github.io/MDT312WEB_Midterm/index.html

EDUCATION

4th year student of department of media technology
King Mongkut's University of Technology Thonburi (Bangkok, Thailand)

Bachelor of Science Program in Game Development (Jul 2021 - Present)

- GPAX 3.26
- Relevant Coursework : Game design, Game animation, 2D and 3D Graphic design for game, Fundamental for game programming, Data structure and algorithms for game development, Computer programming for media, Interface psychology

Princess Chulabhorn Science High School Mukdahan (Mukdahan, Thailand)

Science - Math Program (Scholarships)(May 2018 - Mar 2021)

- GPAX 3.20

LANGUAGES

- Intermediate : English and Vietnamese
- Advance : Thai

SKILL

- Hard skill
 - Basic : Python, C#, Git, Sourcetree
 - Intermediate : Unity, Autodesk Maya, Aseprite
 - Advance : Game design
- Soft skill
 - Intermediate : Critical Thinking, Communication Skills, Teamwork

AWARDS AND ARCHIEVEMENTS

- Consolation Prize in Thailand - Japan Game Programming Hackathon 2018
- Participated in the first trial preliminary bootcamp for the International Olympiad in Informatics held by the POSN, 2019 in Computer Science.

ACADEMY PROJECTS

Sorcerer Savan

Mar 2023 – May 2023

Solo Project

- Developed a desktop game featuring the cellular automata using Unity.
- Designed the game mechanic, narrative and aesthetic.
- Create Character with Aseprite

Tower of hope

Aug 2023 – Dec 2023

Game Design and Pixel Artist

- Tower of hope is game project develop by team of 4
- Designed the core gameplay and UX/UI.
- Coordinated with a team of 4, keeping everyone on the same page.
- Designed and mocked up game environment, tilemap, skill, enemies and main character with Aseprite.
- Created game levels and tuned for game balance in Unity.

ProjectLight (Game trailer)

Nov 2023 – Dec 2023

Animator

- ProjectLight is project that make game trailer with Unity by Setting the scene and lighting
- Animate 4 animation in Autodesk Maya.
- Import animation into the scene with Unity.

Dinosaur Online

Mar 2024 – May 2024

Game Design and 3D Model

- Project online game develop by team of 4
- Formulated the game scoring metric and tuned for a balance.
- Design obstacle abilities and communicate with developer about the core gameplay.
- Created obstacle models with Autodesk Maya.

VR Game : A survival skill enhancement through a daily life simulation for children with autism.

May 2023 – Present

Game Design and 3D Model

- Designed the core gameplay, theme, UX/UI, characters, narrative and game levels considering autism children needs.
- Communicate with team to keeping everyone on the same page.
- Edit 3 scene in Unity including Kitchen scene, Bedroom scene and Bathroom scene
- Created furniture and room models in low-poly style with Autodesk Maya.