



## Jiraphat Orachaipunlap

### Unity Developer

#### How to reach me:

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#### Development Platforms:

- PC (Game, VR, AR)
- Andriod (Game, AR)
- IOS (Game, AR)
- WebGL(Game)

#### Tools and Hardware:

- Kinect
- Leap Motion
- HTC-Vive
- Oculus Quest

#### Personal Profile

I am a Unity Developer with robust problem-solving skills and well-versed experience in cross-platform games and XR development.

#### Educational Training

**Sripatum University**

Bachelor of Fine and Applied Arts

- Digital Media Facaulty
- Taking up specialization courses in Interactive Media
- Taking up electives in Game Development

#### General Skills

**Languages:**

English:

Reading	● ● ● ● ●
Listening	● ● ● ● ●
Writting	● ● ●
Speaking	● ● ●

**Trait:**

- Fast-Learner
- Good at Problem Solving
- Highly Responsible
- Comfortable with Teamwork

#### Career Summary

**XR developer**

Mad VR Studio

April 2019 to December 2019

- Creates AR and VR solution for customer
- Checks feasibility of application prototypes
- Tech support at customer events

**Photo Editor**

Horpap Studio

2012 to present

- Work remotely to provide photo editing support for studio customers
- Operate digital printer machine and do basic maintainance

#### Professional Skills

**Coding Languages:**

C#, JavaScript, HTML/CSS,

**Frameworks/Systems/Engines:**

Unity, Unreal, Blueprint, OOP, MVC, React, bootstrap, NodeJS, Git