

# JIRAPHAT ORACHAIPUNLAP

## UNITY PROGRAMMER

### PERSONAL SUMMARY

I am a C# programmer who have always been fascinated with new technology. I mainly develop applications for VR and AR platform. I like trying new tech. Learning new SDK is my second favorite hobby, aside from reading.

### AREAS OF INTERESTS

- Cross-platform XR development
- Game development using Unity
- Basic web development
- Basic Graphic programming(Shader)

### CONTACT DETAILS

Address: 8 Phahonyothin 46 Rd, Sena Nikhom, Chatuchak, Bangkok 10900  
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### WORK SUMMARY

#### Intern at MAD VR Studio

Programmer | May 2019 - December 2019

- Create prototypes and proof of concept projects
- Work as XR developer for customer event projects
- Tech support at customer events.

#### Photo Editor at HORPAP gallery

Photo Editor | 2013 - Present

- Edited photo for customer using Photoshop and Lightroom
- Operate digital printer machine and do basic maintenance works

### DEVELOPER ACCOUNT

Github - <https://github.com/Nolkeg>

Side Quest - <https://sidequestvr.com/user/114778>

### EDUCATION BACKGROUND

#### Sripatum University

Digital Media-Interactive & Game Design |  
Graduated 2020

- Bachelor of Fine and Applied Arts (Interactive and Game Design)

### SKILLS

- Intermediate knowledge in C# and Unity Engine
- Well-versed in XR development environment for both VR and AR platform, including: HTC, Oculus Quest, IOS and Android
- Good reading and listening level in English, able to read and understand tech manual and documentation.
- Can use git for version control
- Write clean and understandable code with good naming sense.