

NONTHAWAT TANTIKUNWATTHANA

Game Programmer | Unity & Unreal Developer
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EDUCATION

Bachelor of Computer Engineering — Srinakharinwirot University

2023 - Present

GPA: 3.79

RELATED COURSEWORK

Dungeons Of Shadow

August 2023

- Develop a Maze Escape game using Prim's Algorithm to procedurally generate mazes, enhancing the challenge and variety of gameplay levels.
- Led the development of core game mechanics, encompassing maze generation, player movement, enemy AI, and boss battle systems.

RELEVANT EXPERIENCE

SWU Metaverse

March 2025

- Awarded First Prize in the Srinakharinwirot University Metaverse Competition.
- Developed and managed all core game mechanics, including player systems, multiplayer networking with object and animation synchronization, and teleportation with interconnected area systems.
- Continued development using the Mangosgo.com platform framework and published the project on Mangosgo.com under a platform led by Chulalongkorn University.

RE-Mind Space

April 2025

- Developed a Virtual Reality game, designed to support memory rehabilitation for elderly individuals with early to middle stages of dementia.
- Programming Team Lead responsible for the design and development of all game logic systems across the project.
- Developed a main game system composed of four cognitive-training mini-games, including card matching, object classification, clothing categorization, and a market shopping simulation emphasizing memory recall and price calculation.

KAIT Metaverse

July 2025

- Selected as a team representative of Srinakharinwirot University to collaborate with Chulalongkorn University's team on the design and development of the KAIT Metaverse at Kanagawa Institute of Technology (KAIT), Japan.
- Participated in academic and technological knowledge exchange with students and faculty at the Kanagawa Institute of Technology (KAIT).

VR-Caring

July 2025

- Created a VR game aimed at enhancing enjoyment and cultural nostalgia through a traditional Thai experience.
- Supports cross-platform multiplayer gameplay across VR, desktop, web, and mobile devices on the Spatial platform.
- Programming Team Lead responsible for the design and development of all game logic systems across the project.
- Developed a three-map VR game system featuring a Thai traditional house with interactive mini-games, a nighttime boat tour at Wat Chaiwatthanaram, and an immersive Thai floating market experience, including multiplayer, navigation, and interaction systems.

SKILLS

Game Development: Unity, Unreal Engine, Roblox Studio, Blender

Tools & Software: VS Code, GitHub, MySQL, n8n

Programming: C, C#, C++, php, js, html, css

Language: Thai (Native proficiency), English (Working proficiency)