Numdao Ratchamueangfang

Game developer & Game designer

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Summary

I'm a recent graduate with a major in Interactive Design and Game Development,
I have a strong passion for playing and learning and developing games.

Skills

- **Programming Languages:** C#, Lua, PHP, SQL
- **Software:** Figma, Asperite, Excel(basic), Adobe Photoshop, Adobe Illustrator
- **Game Engine:** Unity, Roblox Studio
- **3D Engine:** Blender
- **Version Control:** Git GUI (Sourcetree)
- **Languages:** Thai (Native), English (A2 Level)

Work Experience

Digitopolis Co., Ltd.   Jan - May 2024
Game Developer Intern

- Gained experience in Object-Oriented Programming (OOP).
- Developed a mini-game using Unity and designed user interface design.

Project Experience

Unity Tools Rotating and Bobbing (2024)
Personal project
Role: Tool Developer
Technologies: Unity

- Developed a tool for controlling objects.

Crime Scene VR (2024)
Final year project
Role: 3D modeler
Technologies: Blender

- I Created 3D models of realistic environments and objects for a VR-based crime scene simulation project.

Guess The Number (2023)
Personal project
Role: Game Developer
Technologies: Unity

- Developed a puzzle game

Education

Dhurakij Pundit University,   Bangkok, Thailand
College of Creative Design and Entertainment Technology   2020 - 2024
Interactive Design and Game Development
Bachelor of Science, GPAX 3.79

Portfolio & Links

- **Project Game: Itch.io**
- **Source code: GitHub**
- **Graphic design / UI: Behance**
- **3D Model: Sketchfab**