



Panithi Runggeratigul

Game Developer

Contact

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GitHub: github.com/PanithiRunggeratigul

Portfolio: panithirunggeratigul.github.io/github-portfolio/

My Story

I am studying in the field of Multimedia Technologies and seeking an opportunity to get into the game development industry as a game developer. I learned many skills that will be part of the skills required in game development. I always prioritize my programming skills and face many challenges. I use my free time to develop my hobbies such as art, music, and animation. Currently, I am learning blockchain and crypto technology. I am a quick learner in a field in which I am interested. I can apply what I learned to the project. I would call myself a hard worker who will finish all the tasks in the time that I was assigned.

Term Project

Escapee Term Project | Jan 2023 - May 2023 | Language: C# | Software: Unity and Blender

Details:

- We used Unity to create a 3D online game using Photon Engine. The game allowed players to run away from the bot until the time out. Players must use the terrain and items to survive.
- My main role in the team is programmer.

Check out the game design document: <https://pmc-2.gitbook.io/escapee/>

Challenges:

- Worked with 3D
- Manage the online game environment
- Implemented interactive UI and gameplay

Check out GitHub (only Scripts): <https://github.com/PanithiRunggeratigul/Multiplayer-Escapee-Scripts>

Check out the game showcase: https://drive.google.com/drive/folders/1JF3C3bBb_L_n3i2YEVu8QmUdQtr02iBI?usp=sharing

Small Projects

Jumping Game | March 2022 - April 2022 | Language: JavaScript (p5.js) | Software: Visual Studio Code and Clip Studio Paint

Details:

- In a group of 2, we created a new version of the dinosaur jumping game by p5.js for Introduction to Multimedia Systems with my own assets created by Clip Studio paint.
- I worked as a game logic programmer and assets creator. I had to study p5.js and create pixel art with animation for the character.

Challenges:

- Learned how to use p5.js and created a game within a month
- Created my own game logic
- Made my own assets by using Clip Studio Paint

Check out my GitHub: <https://github.com/PanithiRunggeratigul/Jumping-Game-p5.js>

My Game | 2020 - 2022 | Language: C# | Software: Unity and Clip Studio Paint

Details:

- I starting creating my own game using Unity Game Engine. I created a 2D platformer styled game. I use Clip Studio Paint to make my own assets.
- I was able to make my own character moving in 2D platform with animation with combat system.

Challenges:

- Learned Unity without past experience
- Made my own assets by using Clip Studio Paint

Check out my GitHub: <https://github.com/PanithiRunggeratigul/mygame-showcase>

Education

2020 - 2024

Mahidol University

Bachelor of Science in Information and Communication Technology

Faculty of Information and Communication Technology

Major Track: Multimedia Systems

Skills

Programming Languages

C, C++, C#, Java, JavaScript, HTML, CSS, JavaScript, Python, SQL, Dart

Software

Visual Studio Code, Visual Studio 2019, Unity, Clip Studio Paint, Blender, Godot

Soft Skills

Team Work, Quick Learner, Critical Thinking, Flexible, Strategic Thinking

Other Skills

3D Modelling, 3D Animating, 3D Rigging