# Panithi Runggeratigul
## Game Developer

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Portfolio: panithirunggeratigul.github.io/github-portfolio/
itch.io: https://miccpr.itch.io/

## My Story

Passionate game developer, with a strong focus on programming and gameplay systems. Known for being a fast learner and reliable team member. Eager to contribute to a game industry and gain more experience.

## Skills

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|---|---|
| **Programming Languages** | C, C++, C#, Java, JavaScript, Python, SQL, Dart |
| **Software** | Visual Studio Code, Visual Studio 2019, Unity, Blender, Godot |
| **Soft Skills** | Team Work, Quick Learner, Critical Thinking, Flexible, Strategic Thinking |

## Projects

**Songkran Mix | Summer Game Jam 12 - 19 April 2024 | Language:** C# | **Software:** Unity
**Details:**
- Created a 2D drag-and-drop bartender simulation game using Unity in a team of 7.
- Worked as a game programmer, responsible for developing the customer and player interaction systems.

**Itch.io:** itch.io/jam/thailand-summer-jam-2024/rate/2656108

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**Escapee Term Project | Jan 2023 - May 2023 | Language:** C# | **Software:** Unity and Blender
**Details:**
- Developed a 3D online multiplayer game using Unity and Photon Engine in a team of 3.
- Core Gameplay: Players had to evade an AI-controlled bot using terrain and items until time ran out.
- Served as lead programmer, handling networking (Photon), gameplay mechanics, and UI logic.
- Also imported 3D assets (players and map) from Blender into the project.

**Game design document:** pmc-2.gitbook.io/escapee/
**GitHub (only Scripts):** github.com/PanithiRunggeratigul/Multiplayer-Escapee-Scripts

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**Jumping Game Small Project | Mar 2022 - Apr 2022 | Language:** JavaScript (p5.js) | **Software:** Visual Studio Code, Clip Studio Paint
**Details:**
- Created a web-based remake of the classic dinosaur runner game using p5.js.
- Worked on game logic and created all pixel art assets and animations using Clip Studio Paint.

**GitHub:** github.com/PanithiRunggeratigul/Jumping-Game-p5.js

## Experience

**Jan 2025 - Jun 2025 | Unity Game Developer Internship | Vonder Games: Aether Wizard Life Project**
- Part of a development team for a 2D life simulation and adventure game using Unity during a 6 months internship.
- Collaborated with QA testers to debug and maintain core gameplay systems.
- Learned to manage game data via Google Sheets integration and expanded knowledge of Unity Editor tooling.

## Education

**2020 - 2024**
**Mahidol University**
Bachelor of Science in Information and Communication Technology
Faculty of Information and Communication Technology
Major Track: Multimedia Systems