



# Panithi Runggeratigul

## Game Developer

### Contacts

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

#### 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](https://itch.io/jam/thailand-summer-jam-2024/rate/2656108)

**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/](https://pmc-2.gitbook.io/escapee/)

**GitHub (only Scripts):** [github.com/PanithiRunggeratigul/Multiplayer-Escapee-Scripts](https://github.com/PanithiRunggeratigul/Multiplayer-Escapee-Scripts)

**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](https://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