



Panithi Runggeratigul

Game Developer

Contacts

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GitHub: github.com/PanithiRunggeratigul (old) | github.com/MiccPR (new)

Portfolio: panithirunggeratigul.github.io/github-portfolio/
[itch.io: miccpr.itch.io/](https://itch.io/miccpr)

My Story

Junior Programmer with hands-on experience in Unity game development. Delivered multiple game projects from concept to deployment. Strong in problem-solving, debugging, and collaborating in Agile team environments.

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

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

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** as **lead programmer** 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

- Developed and maintained core gameplay systems for a 2D life simulation game using **Unity and C#**. Collaborated with QA testers to debug and maintain core gameplay systems.
- Managed game data using **Google Sheets integration** reducing manual workload and expanded knowledge of Unity Editor tooling.
- Resolved more than 100+ gameplay bugs, improving release stability.

Education

2020 - 2024

Mahidol University

Bachelor of Science in Information and Communication Technology

Faculty of Information and Communication Technology

Major Track: Multimedia Systems