



# Panithi Runggeratigul

## Game Developer

### Contact

E-mail: [panithi.run@student.mahidol.edu](mailto:panithi.run@student.mahidol.edu)  
Phone: 080-062-3253  
Address: Bangkok, Thailand  
LinkedIn: [linkedin.com/in/panithi-runggeratigul](https://www.linkedin.com/in/panithi-runggeratigul)  
GitHub: [github.com/PanithiRunggeratigul](https://github.com/PanithiRunggeratigul)  
Portfolio: [panithirunggeratigul.github.io/github-portfolio/](https://panithirunggeratigul.github.io/github-portfolio/)  
itch.io: <https://miccpr.itch.io/>

### 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. 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 whatever 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 lead 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\\_n3i2YEVu8QmUdQtr02iBl?usp=sharing](https://drive.google.com/drive/folders/1JF3C3bBb_L_n3i2YEVu8QmUdQtr02iBl?usp=sharing)

### Game Jam

**Songkran Mix | 12 - 19 April 2024 | Language: C# | Software: Unity**

**Details:**

- As a team, we created a 2D drag and drop bartender simulation game.
- I worked as a game programmer. My main job is managing customer and player.

**Challenges:**

- Team coordination with strangers
- First Game Jam experience

**Check out itch.io:** <https://jiyeconn.itch.io/songkran-mix> | <https://itch.io/jam/thailand-summer-jam-2024/rate/2656108>

### Small Projects

**Jumping Game | Mar 2022 - Apr 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
- Applied my knowledge from C# language to p5.js

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

### 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, 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