Panithi Runggeratigul
Game Developer

Contact

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Portfolio: 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

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://jiyeonn.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, 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