

Prapaisri Itthikaseyson

Soon-to-graduate game development student confident in problem-solving skills, eager to learn, and always ready to adapt. Looking to employ my technical skill to deliver an enjoyable game in an entry-level game programmer and Unity developer position.

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TECHNICAL SKILLS

Programming Languages

C#	Advanced
Python	Advanced
HTML	Intermediate
CSS	Intermediate
JavaScript	Intermediate
C++	Beginner

Game Engine & Version Control

Unity Engine	Advanced
Git	Intermediate
Unreal Engine 4	Beginner

Design & Editing

Photoshop	Intermediate
Premiere Pro	Intermediate

Office Suite

Word	Advanced
PowerPoint	Advanced
Excel	Intermediate

Personal Skills

- Excellent verbal & written communication
- Logical & Critical thinking
- Decision making based on in-depth research

Languages

Thai	Native
English	Advanced - Fluent

EDUCATION

Bangkok University

August 2017 - Present ([Graduating December 2020](#))
BS in Games and Interactive Media

Science-Base Technology College

2013 - 2016

Pre-Electronic Engineering program

EXPERIENCE

Internship Project

Virtual Mall - Lead Programmer

2020

A 5-person team of which 2 are programmers.
Using Unity Engine.

- Implement Unity XR toolkit to handle VR inputs and interactions.
- Custom shopping cart system in C#
- Implemented all user logic in C#
- UI implementation & Design

University Projects

From A to B - Individual Project

2019

An individual work. Using Unity Engine.

- Simulating custom physics in C#
- Implemented all gameplay mechanic and player logic in C#
- UI implementation & Design
- Gameplay Design & Level Design
- 2D art design

Cat Eye - Programmer & Designer

2018

A 3-person team of which I am the only programmer.
Using Unity Engine.

- Gameplay Design & Narrative Design
- Implemented all gameplay mechanic and player logic in C#