Sorrawit Chaikham
Game Developer

A passionate Game Developer specializing in creating immersive gaming experiences. Successfully developed three games during academic studies including an expert-recognized thesis project. Proficient in Unity and C#, with additional expertise in web development, 3D modeling, and compositing. Experienced in the full game development cycle from concept design through implementation.

SKILLS

Expertise

- Game Development
- Game Design
- Web Development
- 3D Modeling
- Compositing

Programming Languages

- C#
- C++
- HTML & CSS
- JavaScript

Tools & Platforms

- Github
- Unity
- Visual Studio
- After Effect
- MAYA
- Firebase

CONTACT

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✉ sorra.work@gmail.com

WORK EXPERIENCE

KOS Design | Nakamoto Games 2022
Game Developer · Internship

Design and develop various game elements and features while contributing to development and polishing processes, primarily using Unity and C# programming and provide technical support to team members.

Education

King Mongkut's University of Technology Thonburi 2020 – 2024
Bachelor of Science – BS
Applied Computer Science – Multimedia
Second Class Honours (GPA : 3.35)

Throughout my studies, I developed three games, including a thesis project that emphasizes storytelling, deep narrative interpretation, and atmospheric immersion. The thesis game received notable recognition from industry experts who validated its potential for commercial development and market viability. Along with game development, I am also proficient in web development, 3D modeling, compositing, and object-oriented programming.

Udonpittayanukoon School 2017 – 2020
High School
Science – Mathematics Program (GPA : 3.07)