

MR.THITIWUT SRIAMONRAT

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ABOUT ME

Computer Science student at the College of Computing with a strong interest and focus in Gameplay Programming, with experience implementing core gameplay systems such as player control, movement mechanics, combat systems, enemy behavior, and interaction with in-game environments.

EDUCATION

Present

Bachelor's degree

Computer Science Program, College of Computing, Khon Kaen University

WORK EXPERIENCE

Present

Academic projects

Developed academic game projects individually and in teams, focusing on core gameplay systems such as player movement, combat mechanics, enemy behavior, and interaction. Experienced with Unity and Godot, gameplay system architecture, iterative prototyping, debugging, and team-based development workflows.

Competition

April 2025 - August 2025

The 27th National Software Contest (NSC 2025) – Entertainment Program

Developer of the project Shadow of Ayutthaya, selected for funded project support at the national level, representing Khon Kaen University.

- Developed Shadow of Ayutthaya, a 2D stealth-action game using Godot 4.
- Implemented AI detection, stealth mechanics, QTE combat, and health systems.
- Built modular gameplay logic using GDScript and signal-based architecture.

Teaching Assistant – Computer Game Development

June 2025 - October 2025

Supported classroom instruction by explaining core game development and gameplay programming concepts, assisted with grading, and provided guidance on exercises and coursework to strengthen students' technical understanding and problem-solving skills.

SKILLS

- **Technical skill** : C# · GDScript · Unity · Godot · Git · Python
- **Languages** : Thai, English
- **Tools and Software** : Unity Editor, Godot Engine, Git (GitHub), Krita, Visual Studio
- **Personal skill** : Communication · Agile Workflow · Problem Solving · 2D Asset Creation · Adaptability · Teamwork · Time Management