Kittikorn Ariyasuk

Game Developer & Full-stack Programmer

Kittikorn was made in Thailand. Now he's working in Japan. A well-rounded mobile game developer experience in both front and back-end programming.

Employment

Apr 2013   **KLab, Inc (Tokyo)**

Trainee Engineer (Apr, 2013 - Jun, 2013)

Represented batch of 23 engineers, to present demo of created game
Technology : Unity3d, C#

Front-end Engineer, (Jul, 2013 - Oct, 2013)
Rise to the thrones project

Role : Developed mobile MMO strategy game functions, such as, Town building, Guild wars, ranking etc.
Technology : Lua, C++, Playground(in house Game engine)

Full-stack Engineer, (Nov, 2013 - Present)
ラブライブ！(School Idol) project

Front-end Role : Developed new game functions, performance fine-tuning, code refactoring. To allow all-user, even with lower spec devices able to enjoy our game.
Technology : Lua, C++, Playground(in house Game engine)

Back-end Role : Developed new sever functions allow access data in a reliable, and responsive manner; typical data set was 1M+ and performance challenges need to be overcome.
Technology : PHP, MySQL

Tools Programmer: Improving data validation efforts by wrote algorithms in Ruby to detect input errors from planner, which potentially cause system failure.
Technology : Ruby, Ruby on Rails

Education

MSc. (Information Science), **on Monbusho Scholarship**
Japan Advanced Institute of Science and Technology,
Oct 2010 – Sep 2012

Bachelor of Engineering (Computer Engineering),
Chulalongkorn University,
May 2006 – March 2010

Accolades

Best Team Awards,
KLab Awards, Jan & Aug, 2014

Best Management Awards,
KLab Awards, Aug, 2014

Technical Skills

Lua
Unity   ★★★
Java

Python
Ruby   ★★
C#
MySQL

HTML5 & CSS3
PHP   ★
C++

Language Skills

English: Professional Proficiency
                  (TOEIC Score: 970 / 990)

Japanese: Professional Proficiency
                  (JLPT N2)

Thai: Native Level

Get In Touch

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