

# Kittikorn Ariyasuk

99/191 Lumpini place param9,  
Huai Khwang,  
Bangkok, Thailand

T (+66)089-927-2007

Mobile Developer

[kittikorn.a@gmail.com](mailto:kittikorn.a@gmail.com)  
[torishere.github.io](http://torishere.github.io)

## Summary

- Software engineer with strong passion in human-computer interaction
- Mobile enthusiast, 3 years+ experience on major mobile os as professional and hobbyists
- Responsible for developing award-winning mobile game series (Lovelive! School Idol Music Festival) in Japan
- Business-level communication abilities in English, Japanese and Thai
- Positive and curious learner (self-initiated learning of languages and frameworks outside work)

## Experience

Senior Software Engineer, Playbasis; Bangkok, Thailand - Sep 2015 - Present

Technology : Objective-C, Swift, Java, Jenkins, Python, C++

- Work closely with team, involved in every phrase, from conceptualisation to deployment.
- Responsible for general maintenance and implementation of SDK.
- Used native Objective-C, Swift and Java to develop state-of-the-art mobile applications for iOS and Android.
- Reduce man hour in development process by implement automate tools and CI tools, such as resize image script, SDK code generator, Jenkins.
- Supported junior members of the team and intern, providing ongoing advice and guidance.

Software Engineer, KLab Inc; Tokyo, Japan – Nov, 2013 - Sep, 2015

Technology : Lua, Objective-C, Java

Project : Love Live! School idol festival (<http://lovelive.bushimo.jp/>)

- Top contributor in client-side code (over 700 commits)
- Self-learned PHP and Ruby to assist in backend operations
- Initiated over 10 productivity tools (both front and backend) to assist QA team
- Appointed to assist liaisons between KLab and Thai-based production companies

Junior Software Engineer, KLab Inc; Tokyo, Japan – Jul, 2013 - Oct, 2013

Technology : Lua, C++

Project : Rise to the thrones game:MMO Strategy

- Quick learner as a junior developer (picked up C#, Lua and Unity framework)
- Entrusted with development of main game logic (town-building, user rankings, etc.)

Trainee Engineer, KLab Inc; Tokyo, Japan – Apr, 2013 - July, 2013

Technology : C#

- **Winner**, New Graduate Game(Demo) Developing Challenge

## 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

## Skills

- Swift, Obj-C, Java, Lua, Python, C#, Web Technology(HTML5.,CSS3, Javascript)
- Xcode, Android Studio, Sketch, Jenkins

## Accolades

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

**Best Management Award**, KLab Awards, Aug, 2014