



CONTACT

Address

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SKILLS

GAME DEVELOPMENT

Game development & prototyping
- Understand the basic of game developing with Unity.
- Experience with Construct 2.

Game assets

- Able to create simple UI using Adobe Photoshop.

LANGUAGE

English

- Capable of communicating in
- Minor skill in English writing.

SOCIAL MEDIA

Facebook

facebook.com/wassapolOsas

Linkedin

linkedin.com/in/wassapolpungjap

Youtube

yt.com/c/MrHellGamerChannel

WASSAPOL PUNGJAP

GAME DEVELOPER

EXPERIENCE

2020 - 2021

Senior Project

GAME PROGRAMMER

Develop as a pair, visual novel about Cybercrime Law, with the purpose to educate the user. In charge of programming everything in the game, using a Unity engine.

2020

Workshop

GAME PROGRAMMER

Develop as a 8-man team, an arcade, Feeding Frenzy-like game, with a power-up mechanic, darkness and flashlight mechanic. In charge of programming everything in the game, using a Unity engine.

2020

Freelance

GAME PROGRAMMER

Develop as a 4-man team, a visual novel designed by Architecture student (Client). In charge of coding an album, end game, in-game menu, and volume settings, using a Unity engine.

EDUCATION

2017 - 2021

KMITL

BACHELORS OF SCIENCE

Major in Multimedia and Game Development
GPA: 3.24 (7 semesters)

2020 - 2021

Bangpleeratbamrung

HIGHSCHOOL

Gifted program
GPA: 3.70 (5 semesters)