

PAKORN SILASALAISOPHIN

UNITY GAME DEVELOPER

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Objective

Unity Game Developer with experience and an understanding of game mechanics, as well as knowledge gained through involvement in more than 10 projects. Eager to apply experience and understanding of game development processes to contribute to innovative and enjoyable gaming experiences.

Core Qualifications

- Knowledgeable in game development with Unity Engine, adeptly utilizing its suite of tools alongside C# programming to craft engaging game worlds and mechanics.
- Knowledgeable and creative in the realm of Augmented Reality, adept at crafting immersive and interactive experiences that captivate and engage users.
- Knowledgeable in the principles of software architectural design, including understanding SOLID Principles.
- Knowledgeable and experienced in debugging, with a focus on optimizing performance and memory utilization to ensure seamless and efficient gaming experiences.
- Excellent problem-solving skills and ability to analyze complex technical issues.
- Experience in leveraging AI technologies for game development

Skills

Programming Languages: C#, Java, JavaScript
Augmented Reality: Vuforia, AR Foundation, MARS
Multiplayer Tools: Mirror, Netcode
Database Technologies: Firebase, MongoDB
Game As a Services: Unity gaming services, Playfab, Loot Pocker
Backend Development: Nodejs, Swagger, Postman
Optimization Tools: Unity Profiler, Memory Profiler, Frame Debugger
Project Management: Agile Scrum Framework, ClickUp, Trello

Communication and Collaboration
Problem Solving and Troubleshooting

Education

PRINCE OF SONGKLA UNIVERSITY PHUKET

Software Engineer | College of Computing | Bachelor of Science

Experiences

W James Ventures Co., Ltd | Multi Metaverse Avatar Co., Ltd

Senior Unity Game Developer | May 2022 – May 2023

- Design and developed innovative solutions to implement the Avatar System across multiple projects.
- Implemented Cloud Content Delivery (CCD) to efficiently deliver game content to the application.
- Optimized performance and memory utilization for enhanced compatibility and optimal performance across different platforms
- Improved the Avatar System, making it available in multiplayer game.
- Collaborated in the design and development of a Multiplayer project.
- Developed utility tools in Unity to streamline processes and reduce steps and redundancies within projects.
- Developed and maintained an Avatar System across multiple platforms including Android, iOS, and WebGL.

G Softbiz Co., Ltd.

Programmer | October 2020 - April 2022

- Analyze and categorize Email in the government official system using Kibana
- Developed and maintained central manage system (CMS) using Nuxt.js
- Remake and developed interactive story project with Unity3D.

Radius Co., Ltd.

Unity Developer | May 2019 - February 2020

- Implemented third party hand gesture recognition tools.
- Improved hand gesture recognition model to using Lightweight model
- Developed hand gesture recognition with OpenCV in Unity3D

Experiences

Mellow mellow Co., Ltd.

Augmented Reality (Consultant) | April 2023 (1 Month)

- Consultant and development of Augmented Reality with Spark AR

Unity Developer | September 2021 - October 2022

- Consultant and support Augmented Reality project.
- Design and developed Augmented Reality (AR) location-based Project.

Groundhog Studio Co., Ltd.

Unity Programmer | December 2022 (1 Month)

- Maintenance and re-design game idle tycoon project

Unity Programmer | June 2022 - September 2022

- Maintenance and optimized game design.
- Design and developed game mechanics link Line Chef.

Unity Programmer | January 2019 - April 2019

- Design and developed mini game to interactive story project.
- Remake and developed interactive story project

Experiences

FUN D Co., Ltd.

Unity Developer | July – August 2023

- Development and support Augmented Reality project.
- Design and developed Augmented Reality (AR) with Unity MARS.

Fastwork

Unity Programmer | September 2023 (2 Week)

- Development Tower Defense Project

Unity Programmer & Consultant | October 2023 (2 Week)

- Development Shooting Bird Project
- Consultant and teaching Unity3D Basic

Unity Programmer | November 2023

- Development Puzzle Game Project
- Design and develop Plug-in Hand Gesture in game project