

WISUT PREECHAWIT

BANGKOK, THAILAND

CONTACT

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EXPERIENCE	ECHOPLUS CO., LTD <i>Game Developer</i>	04/2024 - 12/2024
	<ul style="list-style-type: none">Developing a mobile game, responsible for gameplay mechanics and UI.Collaborating with designers and artists to create engaging mobile experiences.Developing a narrative-driven game focused on player choices and decision-making.Creating custom tools to streamline character creation and event sequences.	
	GIANT WHALE STUDIO CO., LTD <i>Technical Artist</i>	03/2023 - 02/2024
	<ul style="list-style-type: none">Created real-time VFX assets for UI and characters.Implemented game environments in collaboration with artists to ensure they matched the artistic vision and seamlessly fit into the game.Optimized VFX assets for performance and visual quality in accordance with project requirements.Collaborated with the production team to ensure seamless integration and functionality of VFX assets within the game.Collaborated with artists to enhance visual consistency across VFX and game environments.Created documentation and conducted presentations to educate team members on VFX asset creation and integration processes.Assisted in managing aspects of the render pipeline, focusing on the Universal Render Pipeline.	
	EXP GAMING <i>Game Developer</i>	08/2021 - 01/2023
	<ul style="list-style-type: none">Created a mobile game with Unity, making the UI responsive for both vertical and horizontal views.Integrated a dynamic chat system into the mobile game.Implemented audio systems to enhance gameplay immersion.Developed and launched a new web game using Cocos Creator.Worked with the design and art teams to develop the game.	

EDUCATION	KHON KAEN UNIVERSITY <i>Bachelor's degree, Information Technology</i>
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CORE SKILLS	<ul style="list-style-type: none">Unity Game Development: Gameplay mechanics, UI implementation, and Unity C# scripting.Performance Optimization: Focused on making games run better by profiling performance and optimizing.Visual Effects & Shaders: Real-time VFX creation using Unity's VFX Graph, Particle System, and Shader Graph.Technical Art Integration: VFX for characters, environments, UI effects, and experience with rendering pipelines (URP).Tool Development: Built simple Unity tools to make things easier for designers.Version Control: Used Git for project versioning and team collaboration.
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PROGRAMMING LANGUAGES	<ul style="list-style-type: none">C# (Main language for Unity development)Python (Used for automating tasks and creating small tools)TypeScript (Used with Cocos Creator in past projects)
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