WISUT PREECHAWIT

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EXPERIENCE

ECHOPLUS CO., LTD
Game Developer
04/2024 - 12/2024

- 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
Technical Artist
03/2023 - 02/2024

- 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
Game Developer
08/2021 - 01/2023

- 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

Bachelor's degree, Information Technology

CORE SKILLS

- **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.

PROGRAMMING LANGUAGES

- C# (Main language for Unity development)
- Python (Used for automating tasks and creating small tools)
- TypeScript (Used with Cocos Creator in past projects)