CHAIYAWAT NUNES

chaiyawahooo@gmail.com • (408) 805-9600

linktr.ee/chaiyawahoo • San Jose, CA

OBJECTIVE

Experienced game developer and hobbyist who provides passion, a strong work ethic, and efficient communication. As a quick learner, I plan to expand my knowledge and instincts within game development and design to bring excellence and polish to the finished product.

EXPERIENCE

Technical Director, Pixel Poxet (Website)   Apr. 2024 — Present

Associated with Paper Trails: A Scrapbooking Story
- Programmer and Designer with a focus on systems and implementation
- In charge of choosing tools and technologies to actualize design goals

Instructor, Digital Media Academy (Website)   Jul. 2017 — Jul. 2019
- Taught children and teenagers ages 9-17 game design and programming
- Developed new and modified existing cirricula to cater to different learning styles
- Taught Unity/C# (including AR/VR applications), Java for modding Minecraft, Swift for iOS games, and more

EDUCATION

University of Silicon Valley, Game Engineering, Bachelors of Science   Oct. 2022 — Aug. 2025

PROJECTS

Paper Trails: A Scrapbooking Story (Steam Page)   May 2024 — Present

A 2D narrative-driven puzzle game being created by Pixel Poxet.
- Created base puzzle functionality used throughout the game
- Applied design and efficiency principles to streamline further content implementation
- Worked with designers and engineeers to finalize and implement a full level in one month

Chaitale (GitHub)   Apr. 2024 — Present

A 3D multiplayer voxel sandbox based on Minecraft being created by myself.
- Implemented functional real-time multiplayer
- Designed and realized bulk functionality in under a month

Smog (Itch Page)   Jan. 2024 — Apr. 2024

A 2D top-down survival horror game created by a class of 28 students.
- As engineering lead, oversaw the work of 9 engineers with variable skill levels
- Assisted the level design team in overhauling the final level
- Created tools to assist non-programmers importing their work into the project
- Top GitHub contributor, having added 50 thousand lines of code in the span of 3 months

SKILLS

- **Programming Languages:** Blueprint Visual Scripting, C++, C#, GDScript, Golang, Java, Javascript, Shaders, Shell scripting, SQL, Python
- **Engines:** Godot 4, Unity 5, Unreal Engine 5
- **Related Skills:** P2P Multiplayer, SCRUM, Project Management, Leadership