SUKAWIT BUALOY

GAME PROGRAMMER

PROFILE

Name : Sukawit Bualoy
Nickname : Champ
Age : 20
Nationality : Thai

CONTACT

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EDUCATION

Bachelor of Science Program in Information Technology (IT)

King Mongkut's Institute of Technology Ladkrabang, Faculty of Information Technology, Multimedia and Game development

Bodindecha (Sing Singhaseni) 4 School

LANGUAGES

- Thai (Native)
- English (Elementary proficiency)

OBJECTIVE

Looking for Game Programmer intern gain more experience In order Game Programming, Game Design, Level Design, 3D Art and Social skills. In a real workplace that welcome and ready to give work experience for work opportunities in future.

INTERESTS

Game Programmer   3D Modeling   Game Design   3D Artistic Texture   Animation   Level Design

SKILLS

- Software Skills
  - Unreal Engine 4 (Use for game development)
  - Substance painter (Texture)
  - Zbrush (Realistic model)
  - Adobe Photoshop
  - Adobe Premiere pro (Editing)
  - Maya (3D Modeling Rigging Animation)
  - Visual Studio Code
  - Adobe XD (Mockup design)

EXPERIENCE

- Banana Panic game by Unreal Engine 4
  - 2D Side scrolling game, Platform game develop by Unreal Engine blueprint.
- Wairune kraba sing animation by Maya
  - Create a 1 minute low polygon animation.
- Simple character modeling By Maya
  - Build a model in Maya and fine tune in Zbrush and put texture in substance painter.
- Advance vehicle modeling and animate by Maya
  - Build a model in Maya and use substance painter to apply textures.