



EKKARAT THAITISA

UNITY DEVELOPER

CAREER OBJECTIVE

My goal is to contribute my skills to create high-quality and memorable games while continuously learning and improving as a developer. I look forward to working with a passionate team to make great games a reality.

CONTACT

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Portfolio: [WebSiteCV](#)

HARD SKILLS

- Unity Engine (Proficient)
- C# Programming (Proficient)
- Game Mechanics Development (Advanced)
- Physics & Animation (Proficient)
- UI/UX Design (Intermediate)
- AI for Games (Proficient)
- 2D/3D Game Development (Intermediate)
- Game Testing & Debugging (Intermediate)
- Version Control (Git/Github) (Intermediate)

EDUCATION

Bachelor's Degree in Information Technology and Innovation

Game and Interactive Media – Bangkok University (2022 - 2024)

Diploma in Digital Business Technology

Tangtrongchit Business Administration Technological College (2020 - 2021)

Vocational Certificate in Business Computer

Tangtrongchit Commercial Technological College (2017 - 2019)

WORK EXPERIENCE

ExzureXR Co., Ltd. (8 September - 30 November 2025)

Role : UnityDeveloper

- Developed and implemented the entire Slot Game System from scratch.
- Worked on UI/UX for slot machine interfaces and result animations.
- Integrated reward logic, randomization systems, and balance mechanics.
- Collaborated with design and art teams to ensure smooth gameplay flow.

WolvEden Production Co., Ltd. (19 May - 15 August 2025)

Role : UnityDeveloper

- Develop AI Controller Boss and MiniBoss
- Develop Monster AI Controller
- InputSystem Controller Main Character

Phymon and Friend – Senior Project (August - December 2024)

Role: Game Programmer - LevelDesign

- Developed an Android game using Unity and C#
- Designed child-friendly UI/UX for players aged 4-9
- Conducted user testing with children and improved gameplay based on feedback