



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

Programming	FrameWork & Tech
• C# Programming	• Unity
• Java Programming	• Spring Boot
• JavaScript	• HTML5
DataBases	• CSS3
• SQL	Tools & Skills
• Firebase	• Git/Github
• SQLite	
• UnityCloud	

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 : Programmer

- Design and developed Slot Machine game systems.
- Worked on UX/UI for slot machine interface and result animations.
- Integrated reward logic, randomization system, 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