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
- C# Programming
- Java Programming
- JavaScript

DataBases
- SQL
- Firebase
- SQLite

FrameWork & Tech
- Unity
- Spring Boot
- HTML5
- CSS3

Tools & Skills
- Git/Github

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 : C#.Net Developer
- Developed backend services using C#.NET / ASP.NET Core, including RESTful APIs and business logic implementations.
- Designed and implemented database structures and CRUD operations using Entity Framework Core and SQL Server.
- Created modular service components, improving code maintainability and reducing duplicated logic across the system.
- Collaborated with UI/UX teams to integrate backend APIs with frontend applications, ensuring stable and smooth data flow.
- Implemented authentication, authorization, and basic security practices (JWT, role-based access).

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