



KRITSANA SANAEOOD

UNITY DEVELOPER

</> CONTACT

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</> EDUCATION

2016-2020

KING MONGKUT'S UNIVERSITY
OF TECHNOLOGY THONBURI
(KMUTT)

- Bachelor of Science in Media Technology, Major in Game Development
- GPA:3.45 (Second class honours)

2011-2016

RITIYAWANNALAI SCHOOL

- Science - Math
- GPA: 3.72

</> SOFT SKILLS

- Project Management
- Collaboration
- Time Management
- Leadership
- Critical Thinking

</> OBJECTIVE

I am a Unity Developer with a fervent commitment to crafting engaging and accessible games for players around the globe. With a robust proficiency in Unity, I am dedicated to developing quality games that are both enjoyable and innovative. My objective is to contribute to the global gaming community by creating experiences that bring joy and entertainment to players worldwide.

</> EXPERIENCE

Questzy

MAR 2021 - JAN 2025

Unity Developer (Middle)

- Developed over ten mobile games for the Android platform utilizing the Unity engine and C# programming language.
- Proficient in scripting, performance optimization, asset management, and version control systems.
- Experienced in working with shaders, physics, and the Firebase API.
- Successfully implemented key game features, including in-app purchases (IAP), leaderboards, and monetization strategies.
- Contributed to enhancing game performance, resolving critical bugs, and integrating new game mechanics.
- Passionate about game development with a focus on creating engaging and innovative experiences for players.

Varisoft

AUG 2019 - DEC 2019

Unity Developer (Internship)

- Developed the Mutant Party project for a multiplayer game utilizing the Unity engine and C# programming language.
- Proficiency in scripting and version control systems.
- Experienced in working shader development, and physics simulations.

NSC 2019

Aug 2018 - OCT 2018

Unity Developer

- Designed a gameplay mechanic for the Typing Typhoon project.
- Developed the Typing Typhoon project, a typing game, utilizing the Unity engine and C# programming language.
- Proficiency in scripting.

</> EXPERTISE

Unity Engine

- Develop both 2D and 3D games for offline and online platforms.
- Create an augmented reality (AR) game.
- Manage and optimize game assets and code.
- Develop plugins to support the team's efforts.
- Integrate with the Firebase API.
- Create shaders using either a shader graph or scripting.

C#

- Object-Oriented Programming (OOP) organizes code into reusable components through objects and classes, enhancing modularity and maintenance.
- Optimize script for software
- Data structures for managing data.
- Pattern designs such as Singleton, Factory, and Observer help developers write maintainable and extensible code, ensuring long-term project success.

Version control

- GitHub
- Source tree
- Bitbucket

Maya

- Develop a basic 3D model
- Create a UV map texture for the model
- Apply the texture to the model
- Rig the basic model
- Execute basic animation

HTML/CSS

- Develop a foundational website.
- Enhance the website's design using CSS.