



CONTACT ME AT

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SKILLS SUMMARY

HARD SKILL

- Programming Languages : C#
- Game Engine: Unity Engine, Unreal Engine 4
- Version Control: Git
- Unreal Engine 4 Blueprint

SOFT SKILL

- Leadership
- Project Management
- Ability to learn by myself
- Problem solving skill

LANGUAGE

- Thai (Native)
- English (Intermediate)

EDUCATIONAL HISTORY

- BACHELOR DEGREE (2019-Present)
Bangkok University
School of Information Technology and Innovation
Major in Games and Interactive Media
- HIGH SCHOOL (2013 - 2019)
Kanarat Bamrung Pathum Thani School

PAISAN INKAVARA

PROGRAMMER

ABOUT

I want to work in the games industry because I want to build a game with my own style and I enjoy working on projects in my leisure time to try out different coding techniques.

AWARDS

Qualified for the final round of Game Talent Showcase 2022
Presented by Bitkub

PROJECTS

Place of Destination

Role : Project Leader / Lead Programmer

Place of Destination is a 2D PixelArt Action Roguelike game where you have to survive from the monsters each round and collect money from killing them to upgrade yourself with more powerful items. In this project, I led a team of 4 members. The project made its way into GAME TALENT SHOWCASE 2022 Presented by Bitkub

BonkSlayer

Role : Project Leader / Lead Programmer

BonkSlayer is a 2D Top-Down Shooter that lets the player play as a Shiba dog based on the internet meme “bonk”. The player has to fight with other dogs using a baseball bat and survive as long as possible. Not only this is the first game I have ever created it was also my first time leading a team of 4 people.

LifeForceTenka Clone

Role : Blueprint Programmer

LifeForceTenka Clone is an FPS game that lets the players play through the levels and overcome various obstacles within the game such as drones and this game was made entirely in Unreal Engine 4 using Blueprint. Since this is a solo project, I have followed the whole course and most of the assets are obtained from the Unreal Engine 4 FPS: Lifeforce Tenka Clone course