

Paisan Ingkavara

paisan.ingk@gmail.com github.com/paisaningk paisaningk.github.io (Portfolio)

Education

Bangkok University (2019 - Now)

Bachelor of Science (Games and Interactive Media)

Modules include Game Design and Production, Object-Oriented Programming, Game Programming, Data structures and Algorithms, Basic Theory in AI, Mobile Game Development, AI for Games, User Experience Design for Games

Projects

Place of Destination

[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](#) where only thirty teams were selected.

LifeForceTenka Clone

[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.

BonkSlayer

[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.

Activity

Qualified for the final round of [Game Talent Showcase 2022 Presented by Bitkub](#)

Skills

Hard Skills : C#, Git (Version Control), Unity, Unreal Engine 4

Soft Skills : Leadership, Project Management , Ability to learn by myself, Problem solving skill