CONTACT

✉ paisan.ingk@gmail.com

💻 Web Portfolio

🐙 paisaningk

in linkedin

SKILLS SUMMARY

HARDSKILL

- C#
- Game Engine: Unity Engine, Unreal Engine 4
- Git
- Unreal Engine 4 Blueprint

SOFTSKILL

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

LANGUAGE

- Thai (Native)
- English (Intermediate)

EDUCATIONAL HISTORY

- Bangkok University (2019 - 2022)

School of Information Technology and Innovation
Major in Games and Interactive Media

- Kanarat Bamrung Pathum Thani School (2013 - 2019)

PAISAN INGKAVARA

PROGRAMMER

PERSONAL PROFILE

I have a Bachelor in Game and Interactive Media and work as a game programmer. I'm seeking for a programming position in the games industry because I'm passionate about and interested in the sector.

EXPERIENCE

Game Developer Intern
Urnique Studio | Jun - Nov 2020

- Designing, Testing, And Implementing Game Prototypes
- Modifies And Add New Mechanics/Content for Game Prototypes
- Using Various Tools to Make a Game Prototype

AWARDS

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

PROJECTS

Place of Destination
Role : Project Leader / Lead Programmer

In the 2D PixelArt action roguelike game Place of Destination, you must fight the monsters in each round and gather money from their deaths to level up with stronger weapons. I oversaw a four-person team for this project. The project made its way into GAME TALENT SHOWCASE 2022 Presented by Bitkub

Internship Project
Role : Game Programmer

I'm a game programmer who writes all the game's internal systems for a project with Urnique Studio that I can't discuss in detail. The game is similar to Papers, Please in that it is user-interface focused.