AKKHARADET SEANGKET

Contact

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Hard Skill

- Game Development Unity (Advanced)
- Programming Languages C# (Advanced)
- UI/UX Design (Proficient)
- Version Control - Git (Proficient)
- Performance Optimization & Debugging (Proficient)
- Game Design (Proficient)
- 2D Pixel Art and 2D Animation (Proficient)

Soft Skill

- Creative Problem-Solving
- Logical & Analytical Thinking
- Collaboration & Teamwork
- Adaptability to New Tools & Technologies
- Strong Communication Skills
- Time Management & Task Prioritization
- Attention to Detail
- Passion for Games & Interactive Media

Languages

- Thai – Native
- English – Intermediate (CEFR B2)

Career Objective

Committed to pursuing a career in game development with skills in game design, programming, art creation, and data analysis. Seek to further develop technical expertise, collaborate with industry professionals, and contribute creativity and analytical thinking to impactful projects in the gaming industry.

Education

- **2022** Bangkok University – School of Information Technology and Innovation
  B.A. in Games and Interactive Media (Expected 2025)
  GPA: 3.74 / 4.00

- **2016** Princess Sirindhorn's College
  High School Diploma (2021)
  GPA: 3.06 / 4.00

Experience

- **Neon Uprising (Action Platformer)**   **Jan 2025**
  - Developed main gameplay system and using Unity.
  - Designed the main character artwork using Photoshop and Aseprite.
- **Slime Revenge (Roguelike)**   **Nov 2024**
  - Developed main gameplay system using Unity.
- **Interstellar (Endless Runner)**   **Mar 2024**
  - Developed main gameplay system using Unity.
- **Ateas (Action Platformer)**   **Dec 2023**
  - Developed main gameplay system and using Unity.
  - Designed the main character artwork using Photoshop and Aseprite.

Tools Skills

- Game Engines: Unity
- IDEs: Visual Studio, Rider
- Graphics Tools: Adobe Photoshop, Asprite, Figma
- Version Control: Git, GitHub, GitFork
- Project Management: Trello
- Testing/Debugging Tools: Unity Profiler