

# NATCHAPOL PANMANEE

FULLSTACK DEVELOPER & GAME DEVELOPER

## CONTACT

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## HARD SKILLS

### Web Development Skills

- HTML
- CSS
- JavaScript
- React Js
- TailwindCSS
- Styled Components
- jQuery
- Bootstrap
- PHP
- MySQL

### Game Development Skills

- C#
- Unity
- Unreal Engine

## SOFT SKILLS

- Fast Learning
- Time Management
- Positive Attitude
- Teamwork

## LANGUAGES

Thai (native)  
English (intermediate)

## PROFILE

I am a recent graduate who is passionate about game development and web development. I have experience working collaboratively within a team. Additionally, I am a quick learner and enthusiastic about my work. My key technical skills include programming in HTML, CSS, JavaScript and C#

## EDUCATION

### Bachelor's degree

**Bangkok University** **2019-2022**

School of Information Technology and Innovation  
Major : Games and Interactive Media Program GPA : 3.66

## PROJECTS EXPERIENCE

### BLOG WEBSITE

February 2024 - March 2024

**Description:** Developed a full-stack blog project with CRUD functionality, user authentication, and an admin panel

**Technologies Used:** HTML, CSS, JavaScript and PHP

#### Responsibilities:

- Developed CRUD operations to enable users to create, read, update, and delete blog posts efficiently.
- Implemented user authentication features for secure login and sign-in functionalities.
- Created an admin panel to manage blog content and user accounts.

### INTERACTIVE RESUME

September 2023 - December 2023

**Description:** Constructed an interactive website combining resume elements with gaming features.

**Technologies Used:** HTML, CSS, and JavaScript

#### Responsibilities:

- Designed user interface and interactive elements.
- Implemented animations and transitions for engaging user experience.
- Integrated multimedia content to showcase skills and accomplishments effectively.

### SAKORN

August 2022 - December 2022

**Description:** Created a 2D adventure & turn-based game, inspired by the Thai epic 'Phra Aphai Mani'.

**Technologies Used:** C# and Unity

#### Responsibilities:

- Developed combat mechanics and character movement.
- Integrated story elements with gameplay features for a cohesive experience.
- Balanced game mechanics for optimal player experience.