📞 0945323576

✉️ neti.phoc@gmail.com

🎮 Portfolio

in Linkedin

HARD SKILLS

PROGRAMMING LANGUAGE

- C# (Proficient)
- Java (Intermediate)
- VB.NET (Intermediate)
- Python (Beginner)
- HTML5 (Beginner)

SOFTWARE/TOOL:

- Unity 3D (Proficient)
- Unity Mirror/Steam networking and multiplayer (Intermediate)
- Unity Shader Graph, VFX Graph (Intermediate)
- Maya (Intermediate)

SOFT SKILLS

- Problem-Solving (Good)
- Time Management (Good)
- Self-Learning, Fast Learner (Good)
- Creativity (Good)
- Adaptability (Fair)
- Cooperative (Fair)

LANGUAGES

- English (Intermediate)
- Thai (Native)

NETI PHOCHOT

GAME PROGRAMMER

Passionate about game programming to build Metaverse, VR and multiplayer games. Interested in blockchain technology and GameFi. I want to be a part of programmer in gaming industry to create a collection of games that can connect all people together and bring people joy.

EDUCATION

BANGKOK UNIVERSITY | MARCH 2019 - PRESENT
School of Information Technology and Innovation
Major in Games and Interactive Media
(GPA: 3.76)

WORK EXPERIENCE

MINECRAFT SERVER | MC-COSMO.NET

ADMINISTRATOR & DEVELOPER (2015-2019)
- Basic knowledge: Linux, Debian OS, Firewall protection and website server
- Basic knowledge database: MySQL, phpMyAdmin, SQLite
- Developed a game plugin (using Java language and Eclipse java editor)
- Game Design: Designed network hub (Design how player connnect between server)

PARTY GAME

MULTIPLAYER GAME, COMPETITIVE, LAST ONE STANDING, PARTY GAME
- Programming: Lead Programming, Multiplayer system using Mirror and Steam networking, Low-Level API minigame system
- Design: UI Implementation & design
- Misc: Created VFX and particle for map, character using Unity shader graph and VFX graph

ZOMBIE PROJECT

A REAL-TIME STRATEGY, TOWER DEFEND, SINGLE PLAYER, FIRST-PERSON GAME
- Programming: Lead Programming, Enemy spawning system, enemy AI (Finite State Machine)
- Game Design: Designed mechanics, level and game visual, UI