Thanapat Nartthanarung
Game Developer, Graphic & UI Designer, Candid Learner

thanapat.nart@gmail.com

Year of Birth: ▇

Military Status: Exempted (ROTC)

Game developer with 7 years of experience in developing games, utilizing Godot and Unity Engine, both alone and in small teams; Takes leads in over 10 different game titles' technical, environmental and experience designs. Researched and designed graphics and user interfaces for both mobile & desktop for 4+ years.

Experience

Game Programmer Intern
Corecell Technologies Co., Ltd.   2025

- **Implemented game features** - Animated cutscenes with Unity's Cinemachine & Timeline, designed levels with prefabs, upgrade points reset feature and UI
- **Bug-testing & QA** - Tested the game for bugs and reported via Google Sheets
- **Automated with Python** - Through pair-programming, wrote several Python scripts to facilitate asset integration process from art team into Unity

UX/UI Designer Trainee
Bangkok Dusit Medical Services PLC.   2025

- **Researched hospital user flows** - With supervisor guidance, researched various user flows of patients (e.g. payment)
- **Built a My B+ application UI mock-up** - Designed mock-up mobile UIs of the My B+ application using Figma (e.g. onboarding, making appointments)
- **Made Design Guidelines** - Made custom design guidelines from BDMS corporate identity through Figma

Education

Bachelor's of Arts & Science
Creative Technology Major   2022-2025

Mahidol University International College - Salaya, Nakhon Pathom, Thailand

High School Diploma   2020-2022

Samsenwittayalai School - Phaya Thai, Bangkok, Thailand

Interests & Other Skills

- Professional-working English proficiency, Basic Japanese (JLPT N4 equivalent)
- Exchanged at College of Liberal Arts & Sciences, Chiba University, Japan in 2024
- President, Public Relations & Project Manager for Animations, Games & Comics Club at Mahidol University International College for 2 years
- Use and understanding of Microsoft Office Suite, Adobe Suite, Godot, Unity, Blender, Aseprite, Trello, Visual Studio Code, GitHub, Unity VCS, Procreate