Mr. Peeranut Ngaorungsri

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1. Education

2011-2012: MSc in *Computing Specialism in Creative Industries*, Imperial College London; passed all examination elements with Merit.

MSc individual project: *Force and Trajectory Measurement System for Internal Examinations*. The project was based at St. Mary's Hospital, London, and involved several researchers from the hospital. The system provided a digital learning environment for clinical students to improve their performance of rectal examinations.

2008-2011: BEng *Computer Engineering* four year course at Prince of Songkla University, Thailand (GPA: 3.55/4.00: First Class Honours). Final year project: *Java Augmented Reality: Checkers 3D*.

2002-2008: Hatyai Wittayalai High School, Hat Yai, Songkhla, 90110, Thailand.

2. Work Experience

February 2013 – Present: Silicon Studio Thailand (http://www.siliconstudio.co.th/); Current position: Lead developer. My work at Silicon Studio includes:

January 2015 – Present: Developer of a team working on a confidential unreleased game.

September 2014 – December 2014: Developer of Paradox, a C# game engine where I worked remotely from Thailand (http://paradox3d.net/). My works include: integration of 2D animation graphics framework to the engine, implementing texture packer API to dynamically pack a given set of small textures into a larger one effectively, and porting some of Graphics components of Paradox engine to run on Linux and Mac with OpenGL.

July 2014 – August 2014: Lead developer of a game using. Our aim is to fully test Paradox's many features, which include asynchronous scripting for implementing 2/3D games, creating full-blown UI systems, and improving performance on Android and iOS devices.

November 2013 – June 2014: Lead developer of a 3D casual game called SengokuRun for Yomiuri TV (http://sengokurun.jp), based in Japan. I was in charge of the design and architecture of the high-level modules, including player game leveling. My responsibilities also included the coaching, reviewing, and management of a team of five junior developers. Review topics included 3D mathematics, memory management, and optimization. I was also in charge of adopting Agile/Scrum (using Jira and Confluence) and test-driven-development (TDD) for the project.

April 2014 – July 2013: Project manager and supervisor of BSc student internships for a group and an individual project.

April 2013-October 2013: Software engineer for the Bandai Namco game Voice Novel (http://voinov.bngames.net/sp). My responsibilities included the development of:

- A cross-platform UI in JavaScript and HTML 5.
- A cross-platform sound engine for streaming content, using the OPUS codec and OpenAL (on PCs and iOS) and OpenSL (on Android).
- Radio streaming to the client-side using C sockets, TSL for encryption, and pthreads.
- An Android / native code (C++) interface using JNI.
- Post-processing of pre-rendered textures of True Type text to produce a smooth blurring effect . This was achieved with a GLSL pixel shader.
- Encryption for sensitive application keys and user data.

March 2010 – May 2010: Internship program at C.S.I Group, a CMMI Level 3 company in Bangkok (http://www.csigroups.com/). I joined their legacy RPG programming team for the IBM AS/400.

2009-2011: IT consultant at the VL. Hatyai Hotel, Hat Yai, Thailand (https://www.vlhatyaihotel.com/).

3. Professional Qualifications

Programming Skills: C#, Java, C++, C, Objective-C, HTML, JavaScript, SQL, Matlab, Prolog, Unix shell script.

Systems: MS Window, Linux, Mac OS X, Android, iOS, iWatch, IBM AS/400.

Software: Android SDK, iOS SDK, OpenGL, OpenCV, Git, SVN, Unity3D, Paradox C# engine, Java 3D, JMonkeyEngine 3.0, NyARToolkit.

Language Skill: Thai (Mother tongue), English (fluent): IELTS score (6.5/9.0 overall) for more information on IELTS please see (http://www.ielts.org/).

4. Achievements

2007 and 2008. A fee exemption scholarship from the Faculty of Engineering at Prince of Songkla University. These are only awarded to the top 5% of students, based on academic excellence.

2007. Bank of Thailand academic excellence scholarship.

2011. Bachelor Degree with First Class Honours from the Department of Computer Engineering, Prince of Songkla University, Hat Yai, Thailand. I obtained the highest GPA in the department (3.55/4.00).

5. Research Interests

Computer Graphics and Vision: 3D rendering and visualization of video games, real world simulations, and computational creativity. In my spare time, I am working on three ongoing projects related to these interests: 1. my own unreleased casual game with a team of three using Unity3D, 2. automatic upscaling of low quality game images using OpenCV, 3. the development of an OpenGL framework for 2/3D games.

Biofeedback Systems: My MSc project at Imperial College was called *Force and Trajectory Measurement System for Internal Examinations*. The system used sensors attached to a user's finger to access a learning environment incorporating video, 3D trajectories, and anatomical models, offering feedback on the user's performance.

3D Virtual Reality: My B.E. project at Prince of Songkla University was entitled *Java Augmented Reality: Checker 3D*. The software tracked the position of chess pieces on a game board using the augmented reality library NyARToolkit, and generated a 3D rendering of the scene. Recently, I have also started an initial work on a C# wrapper of Oculus rift (https://www.oculus.com).

6. Others

In the current workplace, I established a game workshop which is a session for everybody to share experience, programming techniques, and other aspects about gaming.

I was a member of the Computer Engineering Department's IPV6 lab at Prince of Songkla University. I was part of the team that prepared external events where the group's work was displayed and explained.

On several occasions, I was an assistant tutor at the Computer Engineering Department's yearly computer camp for high-school students. I taught C programming for making a robot controlled by a MCS51 microcontroller travel along a marked path detected via on-board sensors.

I represented the Engineering Faculty as a table tennis player. I was also a member of the University table tennis club, and helped referee table tennis competitions on University Sports Days.

References

Available on request.