

# Paisan Ingkavara

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I like developing tools to reduce repetitive tasks. I enjoy learning and building projects in my spare time, including websites and games. Visit [paisaningk.github.io](https://paisaningk.github.io) to see personal projects.

## Work Experiences

### C# Unity Game Developer, Sunny Syrup Studio (March 2023 - February 2025)

#### Spirit Mancer ([more details](#))

- Developed a system that loads/unloads resources on demand and implemented asynchronous loading to ensure no stuttering. This resulted in 4x reduced memory usage, allowing the game to be run on low-end devices like Nintendo Switch.
- Developed a one-click packaging system that enables project managers to publish a production-ready release in under a minute.
- Developed Cutscene Creator for artists to use, and artists can add new animation or text in Cutscene.
- Integrated various third-party systems into the project, such as Wwise for audio management and a localization system for multi-language support.

#### Not Monday Cafe ([more details](#))

- Spearheaded the development of a Grid-based game that is flexible to Implement new systems on Grid and easy to connect another system to Grid
- Developed a system with object-oriented design principles and state machine patterns that reduced code redundancy and simplified maintenance times.
- Developed automation import sprite for Sprite Library so reduced time to import sprite by hand.
- Developed a save/load system and preset system to make creating mockups or trailers easy.

### Game Developer Intern, Urnique Studio (June 2022 - November 2022)

- Developed a proof-of-concept game using Unity to ensure the playability of the design concept.
- Implemented gameplay mechanics inspired by Papers, Please,

## Education

Bangkok University (GPA : 3.33/4.00)

School of Information Technology and Innovation, Major in Games and Interactive Media

## Awards

Qualified for the final round of [Game Talent Showcase 2022 Presented by Bitkub](#)

## Skills

Programming Languages: C#  
Game Engine: Unity, Unreal Engine  
Programming Tools: Git, Atlassian Jira