

Paisan Ingkavara

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I am interested in developing various tools to reduce repetitive tasks for the team, and in my spare time, I enjoy learning new things to continuously improve my skills for future growth.

WORK EXPERIENCES

Game Developer, Sunny Syrup Studio

Mar 2023 - February 2025

I was tasked with game development and tool design for the team using Unity.

Spirit Mancer

- Optimized resource usage by developing a load-on-demand system and reducing loading delays through asynchronous loading, ensuring efficient game performance on PC, PlayStation, and Nintendo Switch
- Created tools like a cutscene creator, a build game tool, and a sprite manager to streamline the game development workflow
- Integrated various third-party systems into the project, such as Wwise for audio management and a localization system for multi-language support

[See here for more details](#)

Not Monday Cafe

- Led the development and design of a Grid-based game framework that dynamically adjusts and expands the game's content
- Developed a furniture creation system with modular sub-systems to easily add new features without modifying the core system. This reduced code redundancy and simplified code maintenance
- Developed an animation system using the Sprite Library to simplify repetitive animation and created tools for building Sprite Libraries for in-game characters

[See here for more details](#)

Game Developer Intern, Urnique Studio

June 2022 - November 2022

I was tasked with developing a game as a proof of concept using Unity.

- Implemented gameplay mechanics inspired by Papers, Please
- Developed the user interface based on designs created in Figma.

Visit paisaningk.github.io to view further projects.

AWARDS

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

- The game was made by a team of four, with me as programmer and project lead.
 - I was responsible for implementing all the systems within the game.
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EDUCATION

Bangkok University

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

SKILLS

Programming Languages: C#

Game Engine: Unity, Unreal Engine

Other Tools: Git, Fork, Jira