

# Thanik Sitthichoksakulchai

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## Personal Profile

I am a programmer with a master's degree in Computer Games Technology from Abertay University and nearly two years of professional work experience in IT. I am looking for a programming role in the games industry especially the gameplay system programmer. I think designing a system is like solving a puzzle game which can be solved bit by bit first.

## Key Skills

### Technical Skills

- Programming Languages: C, C++, C#, Java, Python, Javascript
- Game Engine: Unity Engine, Unreal Engine 4
- Database: MySQL, MongoDB
- Version Control: Git
- Operating System: Windows, Linux
- Others: Visual Studio, Adobe Photoshop, Adobe After Effects

### Soft Skills

- **Ability to learn by myself**, as I'm self-motivated and passionate about games so I decided to learn skills by learning how to work with a commercial engine (Unity, Unreal) and keep improving on my coding skill.
- **Communication and team working skill** built during the game project development in group while attending master's degree and while working as a software engineer.
- **Problem solving skill** can be seen on implementing gameplay systems based on the designer's choices while working on the group project, adapting both rhythm game and platformer mechanics together.

## Work History

**Software Engineer at Charoentut Co., Ltd. (Nov 2016 – Aug 2018)**

Bangkok, Thailand

Developing both web frontend and backend application using Java and Javascript

- Designed and developed applications based on clients' requirements
- Worked on Express.js, MongoDB and Angularjs
- Interacted with the clients by means of discussions and giving demos of the application.
- Coordinated with the software analyst on refining clients' requirements

## **Education**

### **Abertay University (2019 – 2020)**

Master of Science in Computer Games Technology, Merit (3.64)  
Dundee, United Kingdom

Modules include games programming (DirectX and C++), networking in games (C# Socket with Unity Engine), practical game project development (Unity Engine) and thesis (Procedural level generation in rhythm game with audio analysis library).

### **King Mongkut University of Technology Thonburi (2012 – 2016)**

Bachelor of Engineering in Computer Engineering  
Bangkok, Thailand

Modules include computer programming (C language), engineering mathematics, data structure and algorithm, database (MySQL), game development (Unity Engine).

## **Projects**

- **Insert Coin (2020)**  
A game about the history of early video games remake in Unreal Engine as a submission to Epic Mega Jam 2020 under the theme “It’s been a long time, but we’re not done yet.”
- **Rhythmaticc (2020)**  
A rhythm music game that can generate a level procedurally with any music files. The game is a part of my MSc. Dissertation and was made using Unity engine. The audio analysis part was made using Python.
- **BeatBot (2020)**  
A rhythm based platformer game that the player control a small robot collecting resources. The game was made using Unity engine in a team consists of 1 producer, 1 audio composer, 2 artists, 2 designers and 1 programmer.
- **GEOM3TR1C (2019)**  
A real-time rendering animation that utilizing DirectX API based on DirectX Toolkit. The application was made using C++.

More works can be seen in the portfolio.

## **Interests**

I like playing arcade and party games, the games that players can enjoy within short time with/without friends. Also, my favorite game is rhythm games because having interactive experience that incorporate with visual and audio is fascinating.

Another interest is UI/UX design. This has some similarities to developing games because you have to observe how the users/players use your application and think how you design the application to be used as intended.

My favorite music genre is electronic music from slow tempo like disco house to fast one like UK hardcore. This leads to my hobby as DJing. I like seeing professional DJ mixing and doing music transition in YouTube and learn on those techniques.

**References available on request.**