

Trin Chaemchan

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Objective: Passionate about game development, seeking an entry-level position to apply my skills and grow as a game developer.

WORK EXPERIENCE

Electronics Engineer Intern • Internship

Advanced R&D Technology Co.,Ltd • Bangkok

Jun 2020 - Jul 2020

- Created radiation detection circuits, and optimized microcontroller systems for improved performance.
- Identified and troubleshoot electronic issues, ensuring the seamless operation of critical systems.
- Relevant Skill: Microcontroller (Arduino, PIC), C, C++

EDUCATION

Chulalongkorn university

Bachelor Of Engineering in Nuclear Engineering • Bangkok • GPA: 2.91

Aug 2017 - Jul 2021

PROJECTS

Development of telescopic survey meters using microcontroller

Chulalongkorn University

Academic projects: Developed and assembled electronic circuits for detectors, designed and programmed microcontroller components for Bluetooth systems, and created measurement systems using microcontrollers.

Relevant skills: Microcontroller (Arduino)

A Fishing Game

Personal projects: Designed and developed a 2D top-down fishing game using Unity, deployed on GitHub using WebGL. The game challenges players to collect fish and achieve high scores within a time limit. This project taught me game system design and Unity functionalities. Continuously improving for better and unique game mechanics.

GitHub Repository: github.com/thePactan/AFishingGame

Relevant skills: Unity, GitHub

CERTIFICATIONS

IBM Data Engineering Specialization

Coursera

SKILLS

- **Programming Languages:** C, C#, C++, Python, SQL
- **Frameworks & Libraries:** Jupyter Notebooks, Matplotlib, Numpy, Pandas, PySpark, REST API
- **Database & Industry Tools:** Apache Airflow, Bash, Command line, MongoDB, MySQL, PostgreSQL
- **Tools & Technologies:** Excel, Google Cloud Platform, Linux, Microcontroller
- **Languages:** English (TOEIC Score: 855), Thai (Native)
- **Game Engine:** Unity