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 troubleshot 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

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: Matplotlib, Numpy, Pandas, REST API

Database & Industry Tools: MongoDB, MySQL, PostgreSQL

· Tools & Technologies: Excel, Google Cloud Platform, Linux, Microcontroller, Unity

• Languages: English (TOEIC Score: 855), Thai (Native)