

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 to see personal projects.

Work Experiences

C# Unity Game Developer, Sunny Syrup Studio (Mar 2023 - Feb 2025)

Spirit Mancer, Play Prime's Best Game Of The Year ([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 makes publishing a production-ready release can be done in under a minute.
- Integrated various third-party systems into the project, such as Wwise for audio management and a localization system for multi-language support.
- Developed tools for managing sprites, reducing repetitive tasks for artists. These tools automate asset imports and organization, eliminating the need for manual management.
- Developed a cutscene creation helper with Unity Timeline for artists to easily insert new animations, sounds, dialogue texts, and events for scene transition.

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

- Spearheaded the development of a tile-based game. Designed an API for the tile system such that the other systems can be easily implemented on top of it (e.g., furniture placement, AI pathfinding).
- Developed a furniture framework using OOP and state machine patterns, enabling a wider variety of furniture types with customizable behaviors while allowing seamless addition or removal of features without affecting other components.
- Developed an automated sprite preparation system for Unity Tilemap, reducing import time from 20 minutes to just 1 minute.

Game Developer Intern, Urnique Studio (Jun 2022 - Nov 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

Advanced to the final round of [Game Talent Showcase 2022](#), Place of Destination ([more details](#))

Skills

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