

# PAISAN INGKAVARA



## CONTACT

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 [Web Portfolio](#)

 [paisaningk](#)

 [linkedin](#)

## SKILLS SUMMARY

### HARD SKILL

- C#
- Game Engine: Unity Engine, Unreal Engine 4
- Git

### SOFT SKILL

- Leadership
- Project Management
- Ability to learn by myself
- Problem solving skill

### LANGUAGE

- Thai (Native)
- English (Intermediate)

## EDUCATIONAL HISTORY

- Bangkok University (2019 - 2022)  
School of Information Technology and Innovation  
Major in Games and Interactive Media
- Kanarat Bamrung Pathum Thani School (2013 - 2019)

## PERSONAL PROFILE

I have a bachelor's in game and Interactive Media and work as a game programmer. I'm seeking for a programming position in the games industry because I'm passionate about implementing brand-new systems that I've never created before.

## EXPERIENCE

### Game Developer Intern

Urnique Studio | Jun - Nov 2022

- Implemented a mechanism akin to Papers, Please
- Implemented the user interface that the Artist designed in Figma.
- Use the Tools in the Asset Store to adapt to your job and save time.

## AWARDS

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

## PROJECTS

### Place of Destination

Role : Project Leader / Lead Programmer

In the 2D Action Roguelike Dating Simulator game Place of Destination, you play as an intrepid adventurer who must explore dungeons. and you must battle creatures in each round. Additionally, you must collect money to enhance your character by purchasing new equipment. to avoid dying at the last round, where something is waiting for you. For this project, I managed a four-person team. The project made its way into GAME TALENT SHOWCASE 2022 Presented by Bitkub

[See here for more details](#)

### Internship Project

Role : Game Programmer

I implemented all of the systems in the game, such as the pick-up system similar to Papers, Please and a puzzle system that we must solve in order to advance the game, and this game focuses on the system user-interface. However, I am unable to post about the project's specifics due to the NDA contract. And Urnique Studio, a company, has worked on this project.

[See here for more details](#)

Visit [paisaningk.github.io](https://paisaningk.github.io) to view further projects.