Thanik Sitthichoksakulchai

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Experience

Programmer, Lab42 Games (January 2023 - Present)

Worked in co-development/porting projects in multiple genres of games
Shipped Titles
- For The King 2
    - Worked on in-game tutorial system utilizing Unity's new UI Toolkit
    - Implemented graphic settings and input rebinding system
- Metal Hellsinger VR
    - Implemented Hub/Main Menu section of the main game
    - Implemented platform-specific functionality for Oculus and PSVR2 (Backend integration, reprojection technologies)

Junior Programmer, Lab42 Games (July 2021 - January 2023)

Shipped Titles
- Grid Legends (Oculus Quest 2)
    - Implemented vehicle steering using motion control
    - Improved systems in different areas such as UI, Playfab backend
    - Integrated Oculus APIs such as on-screen keyboard, Oculus DLC Store and retrieving player data using Oculus User API
- You Suck At Parking (Xbox/PC port)
    - Xbox backend integration (Leaderboard, player platform tag and online multiplayer)

Software Engineer, Charoentut Co., Ltd. (November 2016 – August 2018)

Worked on 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)

King Mongkut University of Technology Thonburi (2012 – 2016)

Bachelor of Engineering in Computer Engineering

Skills

- Programming Languages: C, C++, C#, Python
- Game Engine: Unity Engine, Unreal Engine 4
- Database: MySQL, MongoDB
- Version Control: Git