

Thanik Sitthichoksakulchai

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Personal Profile

I am a programmer with a master's degree in Computer Games Technology from Abertay University and nearly two years of professional work experience in IT. I am looking for a programming role in the games industry especially the gameplay system programmer.

Key Skills

Technical Skills

- Programming Languages: C, C++, C#, Java, Python, Javascript
- Game Engine: Unity Engine, Unreal Engine 4
- Database: MySQL, MongoDB
- Version Control: Git
- Operating System: Windows, Linux

Soft Skills

- Ability to learn by myself
- Communication and team working skill
- Problem solving skill

Work History

Software Engineer at Charoentut Co., Ltd.
(Nov 2016 – Aug 2018)
Bangkok, Thailand

Developing 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)
Dundee, United Kingdom

Modules include games programming (DirectX and C++), networking in games (C# Socket with Unity Engine), practical game project development (Unity Engine) and thesis (Procedural level generation in rhythm game with audio analysis library).

King Mongkut University of Technology Thonburi (2012 – 2016)

Bachelor of Engineering in Computer Engineering
Bangkok, Thailand

Modules include computer programming (C language), engineering mathematics, data structure and algorithm, database (MySQL), game development (Unity Engine).

Interests

I like playing arcade and party games, the games that players can enjoy within short time with/without friends. Also, my favorite game is rhythm games because having interactive experience that incorporate with visual and audio is fascinating.

Another interest is UI/UX design. This has some similarities to developing games because the designers have to observe how the users/players use the application and think how the application be used as intended.

References available on request