



# Akenat Lertbuaban

## Gameplay Programmer

### RELATED SOFTWARE SKILL



Trello

### PRACTICAL SKILLS

- Unity Engine
  - C# OOP Programming
- Unreal Engine
  - "Blueprint" Programming.
  - Sequencer Cinematography.
- 3D Game Animation.
- Sound Design and Foley.
  - Sound Effects Assets Creation.

### MISCELLANEOUS SKILLS

- English Skills - Reading, Writing, Translating (IELTS 7.0 Average)
- Music Writing and Composition.
- Cinematography and Video Editing.
- 3D low-poly modeling mock-up
- 2D graphics and mock up

### PROFESSIONAL EXPERIENCE

#### NSTDA - NECTEC LAB

June - July 2024

- Intern Unity Developer.
- Project SIMPLE.
- VR Game Mechanic Programmer.
  - Crossbow Harvest Tool used for cultivating seeds on hanging fruit product.

### EDUCATION BACKGROUND

#### SARASAS EKTRA

Secondary School (2014 - 2020)

- International Program. GAC curriculum. GPAX 3.77
- AFS Latvia Exchange Student 2014-2015
- Member of the Computer Club
- Participated in Leadership Camp

#### KING MONGKUT'S UNIVERSITY OF TECHNOLOGY THONBURI

Undergraduate (2021 - present)

- Digital Design Program. Game Design and Production Curriculum. GPAX 3.65
- Participated in Game Talent Showcase presented By Bitkub 2022 - Bumpboon
- Participated in GMTK 2023 - Unloading

### PROJECTS EXPERIENCE

- Chambered (2021)
  - Created a realistic manipulation of a pistol as a game mechanic and system.
- Lightgun (2023)
  - Created a on-rail shooter system similar to Time Crisis.
- Clipped Side (2024)
  - Using Blender to animate the weapons and humanoid enemy then import them into the project.
  - Project Management, Sound Design, Music and implementation of FMOD dynamic music.

### CONTACT



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[My Portfolio](#)



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