

Pitchaya Kunarochrakse

Software Developer

<http://www.pkunarochrakse.com>

pkunarochrakse@gmail.com

469-500-9134

SKILLS

Languages	Game Engines	Software
C++, C#, JAVA, VB.net	Unreal Engine 4	SVN, Git
HTML, PHP, ASP, SQL	Unity 5	MySQL, MS SQL
JavaScript, AngularJS	Unreal Engine 3	Amazon Web Services

CURRENT WORKPLACE

Trendy Entertainment	Gainesville, Florida	Sep 2013 - Present
Programmer	<ul style="list-style-type: none">Gameplay programmer on Dungeon Defenders series (Unrealscript, C++)Playverse - Backend service for games (C#, C++)Shipped titles : Dungeon Defenders series, Monster Madness Online	

SHIPPED TITLES/TEAM PROJECTS

<i>Dungeon Defenders 2</i> 3rd Person Tower Defense Programmer (Trendy Ent) https://dungeondefenders.com/2/	UE3/C#	March 2015 - Present	<ul style="list-style-type: none">Implemented new game mode, abilities, heroes, adding new features to support level designers (code support for Kismet), Live team supportWorked on backend web service (matchmaking, player profiles, in-app purchase, summary report)
<i>Dungeon Defenders Eternity</i> 3rd Person/Top-down Tower defense Gameplay Programmer https://dungeondefenders.com/eternity/	UE3	Apr 2014 - July 2014	<ul style="list-style-type: none">Implemented network multiplayer (4 players)Ported over enemies, towers, characters from Dungeon Defenders 1Implemented new features : shop, player abilities, new enemies and AI
<i>Monster Madness Online</i> 3rd Person/Top-down Shooter Gameplay Programmer https://www.youtube.com/watch?v=ImyH4Xlp06Y	UE3	Sep 2013 - Apr 2014	<ul style="list-style-type: none">Cross-platform (PC, web browser, mobile), multiplayer game (1-4 players)Implemented player/enemy/boss abilities, AIImplemented features requested by designers, e.g. Kismet support
<i>Blastroblots</i> 3D Top-down Shooter Gameplay Programmer https://vimeo.com/58117668	UE3	Sep 2013 - Apr 2014	<ul style="list-style-type: none">Implemented weapon mechanics and functionality, 4 Primary weapons, 7 Special shotsImplemented player UI and shield abilitiesHelped artists customize particle effects and visual feedback (Weapon's impact, Player's hurt reaction)

INDIVIDUAL PROJECTS

ComponentRPG (ongoing) 2D Action Turn-based Strategy Indie developer	UE4 C++, PHP/SQL	Nov 2015 - Present	<ul style="list-style-type: none">Implemented game system, characters, skills, UIs, multiplayer systemBackend profile system (PHP/mysql, change to Mongo/DynamoDB later)
General Individual work Programmer	C++		<ul style="list-style-type: none">Implemented API-Agnostic 3D Renderer (DirectX, OpenGL) with GLSL and HLSL (Advance shader, e.g. Specular, Parallax cube with Bumpmap in tangent space and shadow map supported)Implemented multi-platform 2D game engine (Android, Windows)Implemented data-driven touch controller input interfaceCreated 2D level editorCreated AI application with GOAP (Goal-Oriented Action Planning)Created custom compiler and integrated with game engineCreated custom 3dsMax file format pluginCreated custom memory management system

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PAST WORK EXPERIENCE

Callvoice Communications	Bangkok, Thailand	May 2008 – Apr 2011
Web Developer	<ul style="list-style-type: none">• Web developer for DTAC, Thailand• Implemented web application and Windows services (C#, VB.NET, PHP)• Manipulate Data (DTS, SSIS) and Database Tuning with SQL Server	

EDUCATION

The Guildhall at SMU	Plano, Texas	Aug 2011 – May 2013
	<ul style="list-style-type: none">• Master of Interactive Technology, Digital Game Development - Specialization in Software Development	
Chulalongkorn University	Bangkok, Thailand	Jun 2004 – Mar 2008
	<ul style="list-style-type: none">• Bachelor of Science - Mathematics and Computer Science	

LANGUAGES

English	Fluent
Thai	Fluent