



KANTANUT NOPARUT

GAMES AND INTERACTIVE MEDIA

Contact



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[Portfolio](#)



GitHub



[Linked in](#)

Hard Skills

C#
Unity ,Unreal engine
HTML, CSS, Javascript
Node js
React

Soft Skills

Market Research
Analytical Thinking
Problem-Solving &
Adaptability
Communication
Project Management

Language

English

Thai

Bangkok University
2021 -2025

Hobbies

- Playing hardcore video games

About Me

Focused on performance optimization in Unity, enabling large-scale AI " Passionate about creating immersive and engaging gaming experiences.

Experience

Combat System (Contact 3 month)

Role:Unreal Developer (C++)

- Designed and implemented Combat systems in Unreal, including State tree

University Thesis Project (chicken vaccine)(12 months)

Role: Project Manager & Game Programmer

- Led a team of 8 developers and artists, coordinated tasks, ensured on-time delivery of milestones
- Designed and implemented core gameplay systems in Unity, including AI Finite State Machines (FSM) and inventory management such as Character Controller , Game Manager
- Built dialogue system, day/night cycle, interaction system, and WebGL-compatible save system

Personal Project (Hotel Between)(DEMO)(6 months)

Role: Indie Game Developer / Project Lead

- Implemented core gameplay systems in Unity.
- AI Finite State Machines (FSM) , "Implemented wall transparency with field of view (FOV)." ,integrate Save System with Core game, FOV shader base,implemented steam cloud system

Personal Project (Project Auto battler)(4 months)

Role: Indie Game Developer / Project Lead

- Implemented core gameplay systems in Unity.
- Integrated procedural animation while walking, netcode for GameObjects, deployed Unity system per player

Skill

C#	Python
Unity	JavaScript
Unity DOTS/ECS	React
Netcode for GameObjects	Node.js