

# THANAPAT NARTTHANARUNG

Education	<b>MAHIDOL UNIVERSITY INTERNATIONAL COLLEGE (M.U.I.C.)</b>	<b>NAKHON PATHOM</b>
	Bachelor of Arts and Science, Creative Technology Major, GPA: 3.66/4.0	2022 – Present
	<ul style="list-style-type: none"><li>Relevant Coursework: Computer Graphics, Game Development and Design, Multimedia Systems Lab, Computer Animation, Infographics, Online Culture Communication and Application, Virtual Reality.</li></ul>	
	<b>CHIBA UNIVERSITY</b>	<b>CHIBA, JAPAN</b>
	Exchange Student, College of Liberal Arts and Sciences	2024
	<ul style="list-style-type: none"><li>Gained elementary-level proficiency in Japanese</li><li>Demonstrated willingness to take risks through enrollment in Japanese-speaking curriculum</li><li>Relevant Coursework: Japanese, Design Science, Religion and Society, Japan in American Films, Japanese Politics Today – Beyond the Postwar Regime, Theory of Landscape Architecture, Communication Design</li></ul>	
Certifications	<b>IELTS: Score 7.5 (CEFR C1)</b>	2021
	<b>SAT: (Math) Score 660, (Reading and Writing) Score 530</b>	2021
Experience	<b>TCC TECHNOLOGIES</b>	<b>BANGKOK</b>
	<b>Front-End Developer</b>	2023 – 2024
	<ul style="list-style-type: none"><li>Assisted in developing a proof-of-concept for an indoor navigation system, embedded in a mobile application using Flutter. The project involved a small team of remote outsourced developers with similar levels of expertise, resulting in better cohesion and project communication between colleagues.</li></ul>	
Leadership	<b>ANIMATION, GAMES AND COMICS CLUB</b>	<b>NAKHON PATHOM</b>
	<b>Club President and Project Manager</b>	2024
	<ul style="list-style-type: none"><li>Coordinated a team of project managers and public relations staff to organize various club events.</li><li>Managed and delegated work for various club events including an annual maid café fundraising event that involved 30-40 participants and cosplayers, 10-15 volunteers, and more than 10 staff members.</li><li>Promoted club events via social media and joining club expositions every academic term of the year.</li></ul>	
Relevant Work	<b>TAD BIT: RIBBIT'S JOURNEY</b>	2024
	Skills: Unity Engine, C#, Visual Studio Code, Canva	
	<ul style="list-style-type: none"><li>Conceptualized a 2D platformer video game with infinitely continuous gameplay using premade levels.</li><li>Coordinated and delegated work amongst a varied team of artists, a sound designer and a project producer.</li><li>Built and shipped the game, including post-processing effects, music and save system within 1 month.</li></ul>	
	<b>SKYWARS: MUIC STUDENTS' GUIDE TO BECOME CREATIVE TECHNOLOGISTS</b>	2023
	Skills: Godot Engine, GDScript, Git Version Control, Trello, Canva	
	<ul style="list-style-type: none"><li>Developed and designed a 2D roleplaying video game, inspired by Enter the Gungeon and The Binding of Isaac with the heavily influenced theme of the MUIC college's surrounding environment and daily life.</li><li>Showcased the game for high school students at the college's Open House event in June 2023 as a proud work of a sophomore Creative Technology student.</li></ul>	
Technical Skills:	GDScript, Python, C, C#, HTML, CSS, Tailwind, Bootstrap, Flutter	
Software:	Microsoft Office, Adobe Photoshop, Adobe Illustrator, Godot, Unity, Figma, Blender, Procreate, Canva	
Languages:	Thai (Native), English (Professional working), Japanese (Elementary)	
Other Skills:	Game Programming, Graphic Design, UX/UI Design	
Interests:	Game Design, Game Production, Computer Animation, World History, Creative Writing, Japanese Culture	