

# ATID PUWATNUTTASIT

## Game Developer

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A Unity3D developer with experience on building scalable gameplay systems, multiplayer architectures, and internal tools. Proven track record of collaborating with design and art teams to build, optimize, and maintain live mobile and desktop titles.

## Skills

- **Core Skills** : C# .Net, Unity3D
- **Computer Language** : C++, Swift, Kotlin, Typescript, Javascript, XAML
- **Technologies** : Photon Fusion, Photon Quantum, VContainer, VitalRouter, Firebase, Facebook API, Google Services, PlayFab, Xamarin Forms

## Work Experience

### Game Programmer - Nanuq Studio - April 2024 - Current

- Integrated multiplayer networking using Photon Quantum and Photon Fusion.
- Used VContainer for Dependency Injection on the Unity presentation layer, keeping QuantumView MonoBehaviours strictly separated from the core deterministic network simulation.
- Programmed combat systems for Bounty Brawl: Most Wanted, including player character actions, weapon skills, and boss dynamic fight skills.
- Technical Animation & VFX Integration: Developed a dynamic runtime binding system for Unity Timeline to synchronize complex multi-model animations and VFX.
- Wrote custom native plugins for iOS and Android to handle video encoding and playback, improving cross-platform memory usage and performance.
- Built the logic and systems for game narrative, cutscene system, and dialog controllers system.

### Game Developer - Giant Whale Studio - May 2023 - March 2024

- Working on shipped game "Evil Soul," an idle RPG game available on iOS and Android platforms.
- Implemented a skill node and buff systems, helping designers to customize skill attributes and actions seamlessly.
- Implemented in-game quest and achievement systems.
- Integrated Firebase Analytics to track and analyze user behavior and game performance.
- Implemented Deep Link feature to create interaction between in-game News system and game store such as App Store.

### Game Developer - ZERO-bit - March 2019 - April 2020

- Worked on shipped multiplayer mobile game, "Athenion: Tactical CCG," a card game on iOS and Android platforms.
- Implemented multiple game features, such as mini-game events section, card ability script, and some other minor features.
- Implemented backend system with Cloudscript of PlayFab for mini-game event.

## Education

### MS. Game Technology and Gamification

Mahidol University - Bangkok Thailand - 2017

### BEng. Computer Engineer

King Mongkut's University of Technology Thonburi - Bangkok Thailand - 2015