

# NATDANAI PUTHOM

GENERALIST GAME PROGRAMMER

Looking for a 32-week internship starting in autumn 2024 to finish my education at The Game Assembly.

## RECENT EDUCATION

### The Game Assembly

Game programmer

2022 - Present

- Data structure, Architectural System, AI Navigation and 3D Math for Game Development
- Developed 7 games in multidisciplinary teams consisting of up to 14 people (2 in Unity and 2 in TGA's in-house engine)
- Programmed a custom in-house engine for 3 game projects in C++ and DirectX11
- Portfolio work: **Entity Component System**

### Mälardalen University

Master of Science in Robotics Engineering

2019 - 2021

- Coding robots with Arduino Winks
- Calculus, Physics and Electronics

## RECENT WORK EXPERIENCES

### Street Food Market

Solna & Kungsträdgården

Summer 2022

- I assist in areas with limited staffing, including preparing simple meals, replenishing supplies and maintaining cleanliness

### TD Techdata

Summer 2021

- Mentoring new team members, fostering a positive atmosphere among colleagues and managing a small team

Summer 2019

- Assembling, configuring, and packaging computers

## SKILLS

- C++ and C#
- Unity
- Memory Management Optimization
- Character, Controls, Camera
- Perforce
- Github
- Scrum

## WEBSITE



[Portfolio](#)



[Itch.io](#)



[Github](#)

## LANGUAGES

- Swedish Professional Proficiency
- English Professional Proficiency
- Thai Native

## CONTACT



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