



Natdanai Puthom

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Hi! I am Natdanai, passionate game developer and competitive gamer

I began my journey as a game developer in 2022 and am currently a second-year student at The Game Assembly (TGA). I do not have specific main interests because I genuinely love every aspect of game development and programming. However, if I were to pick some, my focus is increasingly shifting towards animations, visual effects, and game engine (not by choice). Although I do not have a primary interest, what my friends and other students at TGA have told me is that I enjoy optimizing things, making processes faster, and ensuring efficiency. I often ask questions such as, 'Do we really need to update and render things we cannot see or interact with?', 'Can't we load them while doing something else?' etc. What I would like to explore further, though, is gameplay programming, which I rarely get the chance to do during my time at The Game Assembly.

I enjoy continually challenging myself and staying productive. In my spare time, I tend to work on various programming projects and watch devlogs and videos about game creation. Tears and sleepless night won't be able to stop me from grinding (to be able to grind longer I have no choice but to take care of my health, do not worry!)

I am particularly excited about the opportunity to learn and create enjoyable game experiences for players together with the company. As someone passionate about game development, I am excited to apply my skills and pursue this internship as a chance to gain valuable experience. I look forward to discussing in more detail how our visions align and expanding my knowledge under the guidance of the talented professionals at the company.

I wish you a good day! Best regards,
Natdanai Puthom