

# Puree Pangma

## Game Programmer

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I am a passionate game developer with experience in Unity, C#, gameplay mechanics, and teamwork. My participation in game jams and projects has equipped me with the skills to deliver results in a collaborative environment with great quality. As a highly motivated individual, I am excited to gain real-world experience and apply my programming and leadership skills to contribute to the development of new and exciting games for players.

## Projects

### Wichard, Team Leader, Unity Programmer,

(Aug. 22 - Apr 23)

2D pixel-art real-time strategy card game featuring tower exploration, collection, and battles with a unique enemy.

- Developed and implemented core gameplay systems, including card combination and combat mechanics in C#
- Built and balanced a real-time combat system, emphasizing player decision-making
- Used Agile methodologies to manage sprints and assign tasks to team members
- Provided code review and guidance to junior programmers

### Smithy Kingdom, Android, Unity Programmer,

(Apr. 22 - Aug. 22)

2D incremental clicker game focused on resource management and time-based progression.

- Developed an incremental clicker game from scratch on Android using Unity and C#
- Implemented all features including game mechanics, UI design, and backend system
- Tested and debugged the game to ensure it was free of errors

### The Lost Shadow, Unity Programmer,

(Dec. 21 - Apr. 21)

2D pixel puzzle platformer game focused on solving puzzle.

- Initiated and developed the idea for a 2D platformer game using Unity and C#
- Designed and implemented core game mechanics, player movement, and collision detection
- Created the shadow-shifting system enabling players to toggle between realms

### Project Quebec, Game Producer,

(Oct 23 - Sep 24)

2D Metroidvania platformer featuring time manipulation and physics-based traversal.

- Led a team of 8 student developers creating a 2D Metroidvania platformer
- Directed project planning and execution, managing timelines and milestones
- Coordinated programmers, artists, and designers, assigning tasks based on strengths
- Received Best Narrative and Best Art Direction awards at university showcase

### Lamalia Server, Founder & Server Owner,

(Feb. 24 - Present)

Minecraft server with custom plugins, economy systems, and cross-platform support.

- Established and managed a Minecraft server with custom plugins and gameplay systems.
- Developed plugins in Java and managed server infrastructure using Linux and Docker.

## Skills

**Programming Language:** C# (3 Years), Python, Java

**Game Engines and IDEs:** Unity Engine (3 Years), JetBrains Rider, VS Code

**Version Control:** Git

## Awards

**Best of Visual Art,** Game Talent Showcase 2022 (The Lost Shadow)

**Best Narrative,** Project Quebec

**Best Art Direction,** Project Quebec

**First Place,** FIT Game Jam (Siam Majestic)

**Second Place,** Labyrinth of Fear (Adabrain Game Jam)

## Certifications

**Unity Certified Associate: Game Developer** (Issued by Unity Technologies, 2022)

## Education

**Bangkok University, Bachelor of Science, Games and Interactive Media**

Expected Graduation 2025