Pitchaporn Boonyakongrat

LEVEL DESIGNER

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Personal Details

Nationality
Thai

Date of birth
15 April 2003

About Me

I'm Pitchaporn Boonyakongrat (Praewa) KMUTT game design student from the DDCT program. I'm interested in game design, especially level design. I have a passion for creating beautiful and distinctive levels that provide memorable experiences for players.

Education & Work Experience

Chonprathanwittaya School
2018 - 2020

- GPAX 3.73
- Major - Sci-Math
- Club - Architecture

King Mongkut's University of Technology Thonburi - KMUTT
2021 - Present

- GPAX 3.64

GameCrafterTeam Internship
2024 (One and a half months)

- Game Designer

Skill

Unity
- Basic C# scripting, variables, functions, simple behaviors
- Familiar to do shader graph, VFX graph, and particle system
- Able to use UI system

Unreal Engine
- Have experience with creating level through Unreal Engine 4 & 5
- Able to create basic function with blueprints

Figma
- Able to create wireframes and low-fidelity mockups
- Basic prototyping with links and transitions
- Familiar with shape tools and pen tool for basic vector graphics

Maya
- Basic polygon modeling
- Basic UV mapping and layout

Adobe Photoshop
- Basic using layer masks and adjustment layers
- Familiar with Photoshop interface, basic tools, and layer management

Language

Thai - Native

English - Capable of communication

Links

Portfolio - https://pitchapornb.wixsite.com/portfolio