

PATTANAN KANGKAN

GAME DESIGNER

INTERNSHIP

▶ GAME DESIGNER

BLOODY BUNNY: THE GAME | QUANTUMPEAKS (JUN 2022 - AUG 2022)

- Playtested the DLC.
- Rebalanced DLC bosses' stats and behavior.
- Tested and reworked the level design.
- Evaluated and optimized game's performance in the console port (Nintendo Switch)

ACADEMIC PROJECTS

▶ GAME DESIGNER / ILLUSTRATOR

SUPER SWEEPER | THAMMASAT UNIVERSITY (AUG 2019 - DEC 2019)

- Designed the core mechanics, theme, and plot.
- Designed and illustrated character sprites.

▶ LEVEL / CHARACTER DESIGNER

TIMEFORGE | THAMMASAT UNIVERSITY (JAN 2020 - MAY 2020)

- Took part in level designing.
- Designed the enemy and boss characters.
- Co-operated with artists on creating sprite assets.

▶ GAME / UI-UX DESIGNER

20°C | THAMMASAT UNIVERSITY (SEP 2020 - MAY 2021)

- Took part in researching and designing core mechanics.
- Designed UI layout and theme.

▶ GAME DESIGNER / 3D MODELER

DREAM TAPE | THAMMASAT UNIVERSITY (AUG 2021 - DEC 2022)

- Designed and directed 1 episode of the game.
- Created 3D environmental props models.

GAME JAM

▶ UI-UX DESIGNER / 2D ARTIST

POTAT | GLOBAL GAME JAM CHIANG MAI (2 FEB 2023 - 5 FEB 2023)

- Designed main menu and UI.
- Designed tutorial.
- Designed and animated the ending cutscene.

EDUCATION

Elementary - High School

Bangkok Christian College
[Art-Maths]
Status: Graduated (2018)

University

Thammasat University
[Innovative Digital Design]
Status: Graduated

SKILLS

Mechanic/System Design
UI/UX Design
Game Analysis
2D Illustration
Pixel Art
3D Modeling

SOFTWARE



Unity



Unreal 4



Visual Studio



Photoshop



Trello



Sourcetree



Aseprite



Clip Studio

CONTACT



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