

JINTAPHUMSUNGKIRD

TECHNICAL GAME DESIGNER / GAMEPLAY DEVELOPER



Nickname : ไอซ์ (Ice)
Nationality : ไทย (Thai)

SKILLS

- Unity C# Programming
- Unreal Blueprint / Flowgraph
- Technical Game Design
- Gameplay Flow Design
- Gameplay Mechanics
- Rapid Prototyping
- Gameplay Iteration
- Level Design
- UX / UI Design
- Agile / Scrum

LANGUAGE

- Thai
- English



[JINTAPHUMSUNGKIRDPORFEO
LIO.WEB.APP](https://jintaphumsungkirdportfolio.web.app)

ABOUT ME

Game Designer transitioning into Gameplay Development, focused on designing gameplay flows, mechanics, and playable prototypes using Unity and Unreal Engine. Interested in helping teams turn gameplay ideas into clear, testable, and engaging player experiences through prototyping, playtesting, and cross-disciplinary collaboration.



**Chiang Mai
Game Jam**
2019 3rd Place



**Master of
Design**
MEXT Scholarship



**10+
Game Projects**
Academic & Personal



**2+ Years
in Game Industry**
Internship and Full-Time

EDUCATION

College of Arts, Media and Technology 2018 - 2022

Chiang Mai University (TH)
Bachelor of Science (Animation & Game) Second-Class Honors

Design & Media Technology 2022 - 2024

Iwate University (JP)
Master of Design MEXT
Thesis: Designing a Gamified Habit Tracker Application for Better Habit Formation using Mobile Gacha Game Model
Conference: Reiwa 6th Society of Arts and Sciences – Tohoku Branch (2024)

WORK EXPERIENCE

MotionX Studio as Game Designer JAN 2025 - PRESENT

Designed gameplay flows, interactive narrative, and level gameplay for a rail-shooting title in Unreal Engine 5. Collaborated with programmers, animators, and narrative teams to refine multipath encounters through playtest feedback.

Electronic Extreme Co., Ltd. as Game Experience Designer NOV - DEC 2024

Designed gacha features, web-shop flows, promotional packages, and Source & Sink economy balance for Tree of Savior Mobile.

Bit Egg Inc. as Game Designer (Intern) JUN 2021 - FEB 2022

Designed and prototyped level mechanics, including a Level Builder and Dimension Mechanic, while coordinating with artists and programmers.

TOOLS & SOFTWARE



UNITY



UNREAL
ENGINE 5



GIT



FIGMA



PHOTOSHOP



BLENDER