

CONTACT

Din Daeng, Bangkok, Thailand
088-232-1837
siraphop.pu@gmail.com
linkedin.com/in/siraphop-p
github.com/knabsiraphop
knabsiraphop.github.io

SKILLS

Engine & Language
Unity (2019–Unity 6, URP), C#, UniTask (async/await), coroutines

Animation
Spine 2D — runtime skin remapping, atlas compositing, functional cosmetics

Asset Delivery
Unity Addressables — groups, preloading, download-size optimization

Backends & Services
Nakama (real-time, RPC, sockets), Firebase (Crashlytics, Analytics, Remote Config), PlayFab, Unity IAP (UGS 5.x)

Auth & Platforms
Google / Facebook / Apple Sign-In, Huawei HMS; Android, iOS, WebGL, Huawei AppGallery

Tools
Git, GitHub, Visual Studio, Google Sheets data pipeline, Claude Code (AI-assisted development via Unity-MCP)

EDUCATION

Chiang Mai University
B.Eng. Computer Engineering
2016 – 2020

LANGUAGES

Thai (native)
English (professional reading & writing; basic spoken)

STRENGTHS

Gallup CliftonStrengths:
Harmony · Consistency · Deliberative · Context · Maximizer

Siraphop Puriwattanakul

Unity Game Developer

SUMMARY

Unity developer with **6 years** building and shipping live mobile and WebGL games in C# at a professional studio. Core client engineer on ZabbWorld: Secret Stories, a social life-simulation MMO — the **#1 contributor by commits** across 5+ years on a team of ~30 — alongside independently shipping complete titles end-to-end to Google Play, Huawei AppGallery, and the web. Comfortable owning a full project as **sole programmer** or owning a system on a large team.

EXPERIENCE

Varisoft Co., Ltd. — Unity Game Developer *Bangkok | Aug 2020 – Jul 2026*

- Core client engineer on **ZabbWorld: Secret Stories**, a social life-simulation MMO (Android / iOS) — authored **8,400+ of 21,700 commits** over 5+ years, **#1 contributor among ~30**. Owned:
  - – Gameplay, housing & world-building, and live-ops seasonal events
  - – Economy (shop, gacha, crafting, auction) and Spine 2D avatar customization
  - – Social features (chat, clubs, marriage); Nakama + Firebase integration
- Built **MwAvatarEditor** and **FurnitureTestTool** — standalone Unity editor tools for avatar QA and housing-grid content validation, used by the art and design team
- Developed core systems on **Dream Runner X** (Feb – Jul 2026): mail (full data/state/view layer), shop + IAP stack (UGS IAP 5.x), gachapon subscene with summoning animation, daily reward board, and lobby/room management
- Built the guild application and alert system for **Pakapow RPG** on the PlayFab Groups API; battle UI improvements and SDK/build maintenance
- Sole programmer on **Cat vs Aliens**, a top-down survival arcade game shipped to Google Play and Huawei AppGallery — integrated Huawei HMS (sign-in, achievements, leaderboards, banner ads)
- Built **Rescue Meow Meow** for Thai PBS Kids (WebGL) — physics-based puzzle with Firebase Cloud Functions backend (leaderboard, cloud save) and Thai PBS account integration via WebGL JS-interop

SELECTED PROJECTS

One Pro Shoot — Branded promotional WebGL shoot-'em-up; sole programmer — Spine 2D avatar, pooled bullets and enemies, Firebase leaderboard, web performance optimization.

Mascot Design Tool — Freelance Unity desktop app; Spine 4.0 mascot creator with per-slot color tinting, custom image import, bone-scale sliders, and PNG / JPG export via offscreen RenderTexture (2021).

Rescue Meow Meow — Physics-based slicing puzzle for Thai PBS Kids (WebGL); sole programmer — slash mechanic to cut wooden obstacles and rescue cats under cut/time limits, 3-star scoring, object-pooled audio with BGM cross-fade, Spine skeletal cat animation, and a Google-Sheet-driven level content pipeline.

Open-Source Unity Packages (UPM) — Reusable Unity tooling: Addressables toolkit (ref-counted loading, pooling, typed refs), recyclable uGUI ScrollRect, responsive UI sizing, and C# extensions. github.com/knabsiraphop