RAVIPORN HIRUNYASIRI
GAME DESIGNER

CONTACT

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EXPERTISE

- Story Writing
- GDD Writing
- Level Design
- Story Writing
- Game Production
- Project Management
- Leadership
- Google Software (Sheet, Doc, etc.)
- 3D Modeling for Games
- Communication
- Interpersonal
- Adaptability Strategic Planning
- Teamwork
- English Language

EDUCATION

Bachelor of Science in Innovative Digital Design (IDD)

Game Design (GAD) 2015 - 2019.

SUMARY

My name is Raviporn Hirunyasiri, also known as Book.
I am competent as a Game Designer /Producer/ PM, Story Writer.
I have also completed a game project for a novel publisher.
My ultimate dream is to work with a AAA game company and become the best designer that I can possibly be.

EXPERIENCE

RingZero Game Studio Ltd.
Game Desiner • Nov 2022 – recent

- Game Design: Ensure that game design meets stringent quality standards.
- Conduct thorough code reviews and provide constructive feedback to enhance code quality.
- Develop innovative and challenging game mechanics with a focus on the player experience.
- Efficiently manage the team and schedule to ensure the project progresses smoothly, free from significant issues.
- Foster open communication channels with team members to proactively tackle any blocking issues that could impede the project's progress.

Igloo studio
Batter Me
Game Designer • April 2021 - June 2021

- Game Design: Ensure game design meet high quality standard.
- Deliver high quality and challenging game mechanic design. Player centric design.

Cloud Colour Games Company
The Last Bug / New Horizon / Pandora Hunter
Game Designer / Project Coordinator • 2018 - 2020

- Game Design: Collaborated with a programming team to research and design game prototypes.
- Game Development: Collaborated with game designers to develop prototypes, put prototypes to test with real players, and gathered feedback to improve the product.
- Quality Assurance: Tested and assured the quality of the game to make sure the game is ready to be launched.
- Public Relations: Contacted and organized influencers and exhibition organizers to promote the games.

Digital Innovative Design And Technology Center (DIDTC)
Class: Game Project / 3D Low Polygon
Teacher Assistant at Thammasat University • 2018 - 2020

- Classroom management: Supported students in their earning session, especially when they have questions about any related topic.

Fireworks Publishing
Token Token
Developer

- Game Design: pitched game ideas and design game prototypes
- Programming: Coded the game using Unity