

RAVIPORN HIRUNYASIRI

SUMMARY

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.

CONTACT

☎ +66939393713

🌐 www.raviporn-hirunyasiri.com

✉ mitesoro.book@gmail.com

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

Thammasat University

Bachelor of Science in Innovative Digital Design (IDD)

Game Design (GAD) 2015 - 2019.

EXPERIENCE

SquadX Games Company

Arcadia/Thai Fight Club(TFC)/Dawn of the Damned (DoD)

Producer/Project Coordinator/ PM/GM • Nov 2022 – 2024

- Led cross-functional teams (designers, developers, artists, QA) to deliver games projects on time.
- Coordinated daily stand-ups, sprint planning
- Utilized tools as Jira and Trello to track progress, assign tasks, and ensure milestone delivery
- Created and maintained project documentation, including product specs (PRDs), schedules, and weekly progress reports
- Coordinated with teams to ensure bug tracking, regression testing, and smooth game updates and deployments
- Successfully managed multiple projects under pressure, meeting tight deadlines and rapidly shifting priorities in a fast-paced environment

RingZero Game Studio Ltd.

Chief Surgeon Simulator

Game Designer/Producer/Project Coordinator/ PM • Nov 2022 – 2024

- 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

Better 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.
- Responsible for arranging for 'The Last Bug' to participate in game events, such as Tokyo game show 2020 / BIC 2020/ G star 2020 / Level up 2020 / BIC2020.(The Last Bug).
- Organize exhibition arranging for New Horizon to participate in game events, such as Thailand Game show 2020 (New Horizon / Pandora Hunter).
- Responsible for sending the 'The Last Bug' news and demo to news sites influencers for exposure.
- Community management personnel responsible for communicating with players about updates and feedback. Organized activities and events using tools such as Discord / Facebook / YouTube

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 learning 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