

Rungsimun Saenprasert

Lead Software Engineer | AI-Augmented Systems & Platform Engineering

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Software engineering lead with **9+ years of professional experience** across web platforms, backend services, developer tools, infrastructure, and live systems. Owns technical direction from system design to production diagnosis and release. AI agents generate most implementation code in recent work; I own architecture, acceptance criteria, code review, integration, testing, and release approval.

PROFESSIONAL EXPERIENCE

Lead Game Developer - EchoBlitz Studio Co., Ltd.

Apr 2026 - Present

Zone4 Extreme · Bangkok, Thailand

- Define system boundaries, acceptance criteria, review priorities, and workflow tests for AI-generated implementation; own integration and release decisions.
- Lead development across C++ client/server systems, SQL data, platform services, developer tools, gameplay, Lua/CEGUI UI, and live operations.
- Investigate synchronization, state-recovery, combat, and login defects by correlating client behavior, server state, production logs, and database records.
- Contribute to battle-server architecture and performance investigations for a larger multiplayer mode with an engineering target of up to 96 concurrent players.

Senior Game Developer - Electronics Extreme Co., Ltd.

Dec 2023 - Mar 2026

Zone4 Extreme · Bangkok, Thailand

- Developed and maintained gameplay, client/server behavior, data systems, and team tools. Investigated production defects and supported the game's live operations before joining EchoBlitz Studio.

Programmer - MSOFT Company Limited

Apr 2020 - Nov 2023

- Contributed to *Into The Haze*, a PC survival game built with Unreal Engine and released on Steam in 2021.
- Developed a Flutter emergency-care platform covering ambulance requests, location tracking, and realtime video communication.
- Built Unity game systems for Phantasy Aces and multiplayer/web3 experiments, including game flows and asset/token generation.
- Developed Calorize, an Android TV exercise game using webcam input, OpenCV, and TensorFlow-based movement detection.
- Delivered Unreal Engine 5 metaverse features and native iOS media playback, photo editing, and cloud uploads as outsourced work for True Digital.

Full Stack Developer - Nextgen Solution Co., Ltd.

Jul 2019 - Mar 2020

- Built a Laravel CMS and financial/lending applications, reusable JavaScript/UI components, and a resumable Excel export workflow for large datasets.

Game Developer - Electronics Extreme

Jun 2018 - Jun 2019

- Developed Unity gameplay and multiplayer systems for Poring Destiny (cancelled before release) and Project ROBA, a mobile MOBA; contributed to internal game R&D.

DevOps Engineer - Opsta

Jul 2017 - May 2018

- Set up Kubernetes workloads and Helm deployment configuration, Docker delivery, Jenkins and GitLab CI pipelines, AWS load balancing, and persistent container storage for client environments.

SELECTED WORK & TECHNICAL CAPABILITY

Engineering in practice.

FALINDA Marketplace Platform

Web, API & operations

Vue · Node.js · Express · MongoDB · n8n

Maintained the web, API, and back office of a live second-hand marketplace, covering discovery, seller onboarding, moderation, reporting, and administrator approvals.

- Designed AI-assisted intake for unstructured LINE submissions: classify products, extract and normalize attributes, validate missing information, and route results through human review.
- **Reported throughput increased from approximately 15 to more than 200 products per operator per hour**, without a corresponding increase in operator headcount.

Boss Assistant

AI workspace for a game team

React · TypeScript · Fastify · PostgreSQL · OpenAI

Designed an internal assistant for project questions, requirements intake, work estimates, and progress tracking, grounded in project knowledge and live task data.

- Combined knowledge and prompt versioning, shared text/voice history, attachment review, and explicit human escalation when evidence is incomplete or a decision needs approval.

Mount Drive Lite

Self-hosted file access for people & agents

Node.js · Express · SQLite · Docker

Built browser and API access to mounted storage, with per-user virtual paths, quotas, concurrent uploads, scoped API keys, path/symlink escape controls, and OpenAPI documentation.

NifSkope 2026

Game asset editor modernization

C++ · Qt · OpenGL · DirectX 9

Directed AI-generated improvements to an open-source editor, balancing modern workflows with legacy game asset and rendering constraints.

- Extended hierarchy and inspector views, asset workspaces, multi-object transforms with undo/redo, animation editing, imports and caching, diagnostics, and signed auto-updates.

TECHNICAL SKILLS

Platforms & APIs: TypeScript, Node.js, Express, Fastify, React, Vue, PHP/Laravel, REST, Socket.IO, WebRTC**Data & infrastructure:** SQL Server, MySQL/MariaDB, MongoDB, PostgreSQL, Redis, Docker, Kubernetes, Helm, Nginx, AWS, Git, Jenkins, GitLab CI**AI engineering:** AI coding agents, n8n, grounded retrieval, task decomposition, acceptance criteria, code review, test design, human approval workflows**Realtime & mobile:** C++, C#, Lua, Unity, Unreal Engine, Gamebryo, multiplayer networking, Flutter/Dart, Swift/SwiftUI, Kotlin/Android

EDUCATION & LANGUAGES

Bachelor's in Information Technology - Multimedia & Game

Apr 2014 - Nov 2018

King Mongkut's Institute of Technology Ladkrabang, Bangkok

Thai (native) · English (professional working proficiency)

INDEPENDENT DEVELOPMENT

Active since 2015 alongside professional roles: enterprise mobile approvals, virtual exhibitions, fulfillment platforms, sensor installations, and hardware prototypes. Recordings: portfolio.3d.in.th/en/archive/.