

Rungsimun Saenprasert

Lead Software Engineer | AI-Augmented Systems & Platform Engineering

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Software engineering lead with **9+ years of professional experience** in platforms, backend services, tooling, and live systems. Owns architecture, production diagnosis, and releases. Directs AI-generated implementation through requirements, code review, integration, testing, and human approval gates.

SELECTED ENGINEERING WORK

FALINDA marketplace platform · Vue, Node.js, MongoDB, n8n

Designed AI-assisted LINE product intake with validation and human review. **Reported listing throughput grew from ~15 to 200+ products per operator per hour.** Maintained the web, API, and back-office systems.

Boss Assistant · React, TypeScript, Fastify, PostgreSQL

Designed an AI workspace grounded in project knowledge and live task data, with text/voice history, versioned knowledge, and human escalation for decisions.

PROFESSIONAL EXPERIENCE

Lead Game Developer - EchoBlitz Studio Co., Ltd.

Apr 2026 - Present

Zone4 Extreme · Live multiplayer action game

- Lead development across C++ client/server systems, SQL data, platform services, tools, and live operations.
- Define architecture, acceptance criteria, and release gates for AI-generated changes; integrate and verify delivery across system boundaries.
- Diagnose synchronization, login, and state-recovery defects using runtime and database evidence; modernize NifSkope developer tooling.

Senior Game Developer - Electronics Extreme Co., Ltd.

Dec 2023 - Mar 2026

- Developed and maintained Zone4's gameplay, client/server behavior, data systems, and tools; investigated production issues and supported live operations.

Programmer - MSOFT Company Limited

Apr 2020 - Nov 2023

- Contributed to *Into The Haze* (Unreal Engine; Steam release, 2021). Built Flutter emergency-care workflows, computer-vision gameplay, Unity projects, and native iOS media features for True Digital.

Full Stack Developer - Nextgen Solution Co., Ltd.

Jul 2019 - Mar 2020

- Built Laravel CMS and lending applications, reusable JavaScript/UI components, and resumable exports for large Excel datasets.

Game Developer - Electronics Extreme

Jun 2018 - Jun 2019

- Developed Unity multiplayer systems for Poring Destiny (cancelled before release) and Project ROBA, a mobile MOBA.

DevOps Engineer - Opsta

Jul 2017 - May 2018

- Implemented Kubernetes/Helm deployments, Docker delivery, Jenkins and GitLab CI pipelines, AWS load balancing, and container storage.

TECHNICAL SKILLS

Platforms & data: TypeScript, Node.js, React, Vue, REST, PostgreSQL, SQL Server, MySQL, MongoDB

Systems & delivery: C++, C#, Docker, Kubernetes, Helm, AWS, Git, CI/CD, production debugging

AI engineering: AI coding agents, n8n, grounded retrieval, acceptance criteria, code review, test design

EDUCATION & LANGUAGES

Bachelor's in Information Technology - Multimedia & Game

2014 - 2018

King Mongkut's Institute of Technology Ladkrabang

Thai (native) · English (professional working proficiency)