

Rungsimun Saenprasert

AI-Augmented Systems Engineer · Lead Game Developer

Bangkok, Thailand
+66 90 994 7946
infiteam.in.th@gmail.com
portfolio.3d.in.th

AI-Augmented Systems Engineer and Lead Game Developer with 9+ years across live online games, backend services, mobile products, data, and infrastructure. AI coding agents generate most recent implementation code; I own intent, architecture, constraints, task decomposition, review strategy, real-world verification, human approval gates, and release decisions.

PROFESSIONAL EXPERIENCE

Lead Game Developer — EchoBlitz Studio Co., Ltd. Apr 2026 – Present

Zone4 Extreme · Bangkok, Thailand

- Direct AI-generated implementation across gameplay, C++ client/server behavior, Lua UI, platform services, SQL data, tools, and live operations for a production online fighting game.
- Investigate synchronization, state-recovery, login, and production defects end to end; contribute to architecture and scaling work for modes targeting up to 96 players.
- Set architecture, constraints, acceptance criteria, review evidence, and release gates; modernize NifSkopec tooling and design AI-driven CI/CD from development through deployment.

Senior Game Developer — Electronics Extreme Co., Ltd. Dec 2023 – Mar 2026

Zone4 Extreme · Bangkok, Thailand

- Worked across the Zone4 client, server, data, tools, and live-service systems before moving to EchoBlitz Studio on 1 April 2026.

Programmer — MSOFT Company Limited Apr 2020 – Nov 2023

- Delivered Unreal/Unity games, a Flutter emergency platform, computer-vision gameplay on Android TV, metaverse features, and native iOS media tools for True Digital.
- Worked across product prototypes and production features using C#, C++, Flutter, Swift, OpenCV, TensorFlow, networking, and web3 technologies.

Full Stack Developer — Nextgen Solution Co., Ltd. Jul 2019 – Mar 2020

- Built Laravel CMS and financial web applications plus reusable JavaScript/UI components and resilient large-dataset export workflows.

Game Developer — Electronics Extreme Jun 2018 – Jun 2019

- Developed Unity multiplayer gameplay for Poring Destiny and Project ROBA and supported in-house game R&D.

DevOps Engineer — Opsta Jul 2017 – May 2018

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

SELECTED ENGINEERING WORK

NifSkopec 2026 modernization

Directed AI-built C++/Qt improvements across hierarchy, inspection, asset workspaces, transforms, animation, imports, diagnostics, and signed updates.

FALINDA marketplace platform

Long-running stewardship of Vue, Node.js, Express, and MongoDB web, API, seller, community, integration, and operations workflows.

CORE SKILLS

Games & realtime	C++, C#, Lua, Unity, Gamebryo, Unreal, multiplayer networking, gameplay systems, live operations
Backend & data	Node.js, TypeScript, Express/Fastify, REST, Socket.IO, SQL Server, MySQL, MongoDB, Redis
Mobile & delivery	Flutter/Dart, Swift/iOS, Kotlin/Android, Docker, Nginx, Kubernetes, AWS, Git, CI/CD
AI engineering	AI coding agents, task decomposition, acceptance criteria, code review, test design, human-in-the-loop controls, release verification

EDUCATION & LANGUAGES

Bachelor's in Information Technology — Multimedia & Game 2014 – 2018

King Mongkut's Institute of Technology Ladkrabang

Languages: Thai (native) · English (professional working proficiency) | Independent development practice: 2015–present