

Aphiwit Lekphet

Gameplay, Engine & Tools Programmer

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📍 Stockholm, Sweden

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👤 ABOUT ME

I am a Gameplay & Tools programmer with education that specialized in Engine programming and experience for UI and Shader work aswell. People I worked with describe me as direct and helpfull, and I always seek to contribute in a team and leave a positive impact.

🧠 SKILLS

Languages

C#, C++, HTML, CSS, Python

Softwares & Tools

Unity, Unreal Engine, Perforce, GitHub, JIRA, Miro

🎓 EDUCATION

Game Programmer, FutureGames

Programming - Engine & Tools Specialization

Jul 2023 – Present

Stockholm, Sweden

Information and media technology, NTI Gymnasium

Specialization in Engineering - Advanced Math (AP Calculus/Pre-Calculus level),
Advanced Physics (AP Physics C/College Physics level), Introductory Web
Development (HTML, CSS, JavaScript)

Aug 2020 – Jun 2023

Flemingsberg, Sweden

📁 PROJECTS

Orcosmica

Scrum Master, UI & Gameplay & Tools Programmer

Task Management, UI, Score, Health, Leaderboard, and Saving System



Atomancer

Programmer

Navmesh Agents, AI, Pattern Enemy Spawning, Phases System



Snow Dash Rally

Version Control Administrator, Tools Programmer

Spline Level Creator Tool, Customization System, Checkpoint and Respawn System

🌐 LANGUAGES

English - Fluent

Swedish - Fluent

Thai - Basic fluency