

Krisada Mahakitpaisarn

Software Engineer | Game Developer | UI/UX Designer
Bachelor of Science (Animation and Game) College of Arts, Media and Technology, Chiang Mai University (2011-2014)

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I'm a software engineer with over 10 years of experience across the tech and game industries, including frontend, backend, game development, DevOps, cloud, automation, design, and management. I pick up new areas as needed and build working knowledge quickly. I've taken on leadership and management responsibilities, focusing on building systems from the ground up and helping teams and organizations operate more effectively, with strong ownership over the systems and outcomes I work on. I consistently take initiative and ownership in improving efficiency by introducing automation, streamlining workflows, and implementing practical solutions that enhance productivity and team performance. I also support team growth through mentorship, collaboration, and knowledge sharing.

Programming Languages	C#	Javascript	Typescript	Go	Shell	Python	Dart	Swift	C++	
Front-end	NextJS	React	Tailwind	HTML	CSS	Storybook	Flutter	Three.js	ElectronJS	Playwright
UI/UX	Figma	Design System	UI Design	UX Design	Wireframes	Prototypes	Persona	User Journey	User flow	
Back-end	NodeJS	Go	REST API	MySQL	Prisma	Redis	Web Socket	Nginx	Kafka	gRPC
DevOps	GitLab CI/CD	Docker	Firebase App Distribution	AWS Autoscaling	Slack Integration	Fastlane	yml			
Cloud	AWS EC2	AWS S3	AWS IAM	AWS Autoscaling	AWS ECS	AWS ECR	AWS Cloud Watch	Terraform		
Game Development	Unity	Mobile Game	Dedicated Game Server	WebGL Game	AR	VR	PC/Console Game			
System Analysis	Requirement Analysis	System Design	Documenation	ER Diagram	Sequence Diagram	PlantUML	DBML	Draw.io		
Design	Graphic Design	Photoshop	After Effects	Maya	3D Design	Blender				
Leadership & Management	Leadership	Ownership	Management	Agile	Team Building	Mentoring	Knowledge Sharing			
Business Tools & Misc	Notion	NotionAPI	Slack	VSCode	Sourcetree	Xcode	n8n Automation	Google AI Studio	Claude	

Software Engineer / Project Lead / Team Lead / Product Owner / Unity Developer

Brave group APAC (Japan based in Thailand) (formerly, Proudia Studio under D1-Lab) - May 2022 - Present (4 Years 1 Month)

- Overview**
- Introduced key engineering transformations including CI/CD adoption, Unity team restructuring into a full-stack organization, and iOS migration to Flutter. Led architecture and system design across products, enabling scalability and contributing to 100M+ yen in revenue while standardizing engineering practices across all tech teams.
 - Successfully created various MVP products within days to support project pitches, each generating 30–100 million yen in revenue, through rapid system design and architecture planning that enabled fast iteration and scalable production delivery.
 - Led small teams (4–5 members) to design, architect, and deliver a 1-on-1 VTuber video call platform composed of multiple integrated systems and products.
 - Delivered a wide range of products for Japanese clients, including mobile applications, interactive PC applications, and other cross-platform solutions, frequently defining end-to-end technical architecture from frontend to backend and infrastructure.
 - Built and developed talent from the ground up, mentoring and training team members across multiple domains such as Go, Next.js, Storybook, DevOps, CI/CD, AWS, Flutter, and Figma.
 - Oversaw end-to-end software development, including architecture, team management, product design, frontend, backend, cloud, and DevOps.
 - Invented and implemented internal tools and systems to improve engineering productivity, standardize architecture patterns, and enhance cross-team collaboration.
 - Managed teams and tasks, eliminated bottlenecks, and improved overall efficiency across the organization through technical architecture decisions and operational improvements.

Vtuber one-on-one video call platform • Project Lead / Team Lead / Software Engineer / DevOps Engineer / UI/UX Designer • (Oct 24 - Present)

Products • Commercial Web App / Vtuber Web App / Video Call Web App / Mobile App / CMS / API / more

Tech Stacks • NextJS React Javascript Tailwind Storybook MiroTalk Flutter Go Go Fiber Gitlab CI/CD AWS ECR AWS ECS AWS EC2 AWS S3 AWS SES Terraform Omise AWS API Gateway Firebase App D. Figma Notion n8n Ghost CMS Playwright

Responsibilities • Team Management / Software Implementation / Training / Gathering Requirements / Product Design / System Design / Infrastructure Design / UI/UX Design / DevOps

From scratch, I worked closely with C-level executives and cross-functional teams to design products and systems aligned with business requirements, while also providing training and team-building support for each product group. I led multi-team projects end-to-end, conducting research, defining system architecture, and assigning clear product ownership to distribute responsibilities effectively. On a daily basis, I created, reviewed, and refined tasks across all teams simultaneously to ensure alignment and progress. Beyond management, I also served as a versatile hands-on contributor, stepping in to assist with implementation when teams were unavailable or when complex technical challenges required direct involvement. This included designing and overseeing a centralized transaction service, integrating payment methods using Omise, and managing the implementation of iOS and Android in-app purchases to ensure a seamless and secure payment experience across platforms.

Various Unity Projects • Team Lead / Unity Developer / DevOps Engineer • (May 22 - Present)

Products • Mobile Metaverse / In-house Mobile Vtuber Face and Motion Tracking / Interactive Projection Application / In-store Beauty Product Application / more

Tech Stacks • Unity Unity Netcode Unity Mirror Dedicated Game Server Docker AWS EC2 AWS ECR AWS ECS AWS Clodufront

Responsibilities • Team Management / Software Implementation / Training / Infrastructure Design / Technical Artist / DevOps / Product Design / System Design

Worked on a variety of Unity projects across multiple platforms and devices, primarily serving clients in Japan. Developed reusable package libraries and internal tools to improve development efficiency and standardization across projects. Also setup automated deployment pipelines from development to production.

Internal Productivity Tools and Systems • Software Engineer / Management • (May 22 - Present)

Products • Unity Ci/CD / Web App Tools / Notion Integration / n8n Automation Tools / Tailor Made Agile Methodology / Desktop App Launcher / Figma Plugin

Tech Stacks • Gitlab CI/CD Notion n8n Firebase App D. ElectronJS Agile Figma AWS S3 Hoppscotch Self-Hosted Bruno

Responsibilities • ResponsibilitiesDetails

I developed a tailored Agile methodology to suit a small software house, reducing unnecessary meetings and ceremonies while maintaining strong team alignment and contribution. I also created internal web application tools, including a text localization tool and a project/feature time management system to improve workflow efficiency and cross-team collaboration. In addition, I built systems to track engineering KPIs by aggregating commits and task data, generating automated daily and weekly performance reports. Furthermore, I introduced CI/CD practices across all company platforms, including iOS, Android, Web, and PC applications, supported by an internal app launcher to streamline builds and deployments.

Unity Developer / Software Engineer (Smart Contract and NFT)

Finifugu Games (Hong Kong - Remote) - Jan 2021 - Mar 2022 (1 Year 2 Months)

- Overview**
- Worked on game features for multiple published titles with more than 1M+ downloads, including Too Many Cook, Otter Ocean, and Me is King (God of World).
 - Independently created numerous playable hyper-casual mobile game ads for publishers, handling both design and development using provided assets.
 - Served as a key contributor on the NFT game Pepo Paradise, covering game design, development, and smart-contract implementation on the testnet using Remix and Pinata.

Unity Developer / Software Engineer (DevOps)

Crazy Factory (Germany based in Thailand) - May 2017 - Oct 2019 (2 Years 5 Months)

- Overview**
- Led R&D at a German company working in an international, cross-functional environment, on a realistic, fully customizable 3D handbag system, including shaders, lighting, and texture/part/accessory customization features
 - Designed system architecture and data flow to support scalable customization, asset management, and real-time rendering performance
 - Built the prototype and full application UI in collaboration with designers and 3D artists, aligning design vision with technical constraints.
 - Collaborated with backend engineering teams to define APIs, data structures, and synchronization logic for asset delivery, customization states, and user configurations
 - Worked closely with handbag factory production teams to ensure digital designs aligned with real-world manufacturing constraints, materials, and production workflows
 - Coordinated cross-functional international teams (Thai and European colleagues), ensuring smooth communication across frontend, backend, 3D, and DevOps stakeholders
 - Supported DevOps with multi-platform automated deployment via GitLab, improving build stability and release efficiency