

Sippapard Virojrungsun

Game Programmer

Location: Bangkok, Thailand

E-mail: sv@ball.moe

Skills

5+ years of Unity experience

C# Programming

Git Source Control

Game Design

VR development

Language

Thai - Native

English - Proficient (IELTS 7)

Education

**King Mongkut's University of Technology
Thonburi**

DDCT - Game Design:
2021 - 2025

Assumption College

Science - Math: 2015 - 2021

Work experiences

Innova Interactive Studio - Programming Internship

June - August 2024

Create a VR game prototype and help with a multiplayer FPS game

ArgusVRC - Programming contributor

2022 - Current

Worked on various game features for the VRChat world:
BGM system, mobile/controller support etc.

Activities & Game Project

Game Jam

- GMTK Game Jam 2020 - Solo
- GMTK Game Jam 2021 - Small group
- GMTK Game Jam 2023 - Team
- Global Game Jam 2023 - Team
- Global Game Jam 2024 - Team

Group Projects

- Bumpboon (2022)- Programmer
 - Rogue-lite RPG fighting enemies with pinball
 - Featured in GAME TALENT SHOWCASE 2022
- Iterum (2023) - Lead Programmer
 - A puzzle game that involves replaying past actions
- Clipped/Side (2025) - Programmer
 - first-person shooter traveling between parallel world

VRChat

- Project Aincrad - Programming contributor
 - an on-going fan project recreation of the game from the show Sword Art Online
- Cards Against Humanity - Personal project
 - My version of the card game 'Cards against humanity' built inside VRChat
- NowWatching mod - Personal project
 - Game mod to provide user with the metadata of the video being played at that time

Portfolio:

dev.ball.moe/portfolio

