

Thara Mongkolwannalert

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Education

2006 - 2010 Bachelor of Science (Computer Science) Suan Dusit Rajabhat University

Professional technical experiences

Languages	C#, TypeScript, C++, Javascript, Go, PHP, SQL
Applications	Docker, Docker compose, Kubernetes, Jenkins
Frameworks	Unity, Node.js, React, Asp.Net Core
Databases	PostgreSQL, Redis, MongoDB, MySQL
Cloud	Microsoft Azure, Amazon Web Service, DigitalOcean, Firebase

Management experience

I manage the development team's timeline and make sure tasks finish on schedule. I make technical decisions that balance engineering resources with business needs, including designing and operating distributed backend systems for realtime and social features. I also review bugs and user problems, and provide solutions that support the marketing plan.

Teaching experience

I teach game programming as an instructor at True Axion's game development academy. I also build connections with other academies and universities to expand the program's reach.

Research experience

I research software development topics to improve project workflows and team quality of life. This includes machine learning, software architecture, agile methodology, automated testing, network programming, and DevOps.

Work experiences

Full-time

Nanuq		
Feb 2024 - Nov 2026	Lead Programmer	
I oversee multiple ongoing projects and lead a team of 14 engineers. I work on both frontend and backend to support project success. I provide technical guidance, code review, and architecture design. I use Jenkins for CI/CD pipelines and work with team leads and management to make sure quality and deadlines are met.		
Projects		
Apr 2025 - Nov 2026	League of Bomb https://play.google.com/store/apps/details?id=com.hiendgame.lob	Front-end: Unity, C#, Photon Quantum
		Backend: Asp.net Core, Postgresql, Redis, Azure, Grafana
A mix between Bomberman and MOBA for mobile. I lead the project and design the architecture for both frontend and backend, including a distributed realtime backend for matchmaking and chat. I build a persistent backend and monitor system health with Grafana. I optimize the game's performance, define the workflow, and manage a team of 6 programmers.		
Apr 2024 - Current	Dicemon Tactics https://dicemontactics.com/	Front-end: Unity, C#
		Backend: Node.js, Asp.Net Core, Typescript, MongoDB, Redis, PostgreSQL
A monopoly-like game featuring cute mythology creatures. I lead the project. At first I managed the outsource team, then later the internal team. I build distributed realtime services for the game, including chat, matchmaking, realtime push events, and analytics. I give guidance to a team of 3 programmers.		
Feb 2024 - Current	Bounty Brawl: Most Wanted Steam	Front-end: Unity, C#, Photon Fusion
A top-down shooting co-op roguelike PC game. I lead the project: planning, giving advice, and managing a team of 4 programmers.		
Aug 2024 - Jan 2026	Fortune Kingdom https://www.fortunekingdom.online/	Front-end: Unity, C#
		Backend: Asp.net Core, Postgresql
A virtual spin game for mobile. I lead the project: mentoring, managing resources, and managing risk for a team of 3 programmers. I build a persistent backend for cloud save and social features such as leaderboard and friends.		

Hotplay (Thailand)		
Jun 2022 - April 2023	Lead Game Engineer	
HotPlay is a company that specializes in in-game advertising. I joined the game department to oversee workflow, quality assurance, and best practices, including CI/CD pipelines with Jenkins. As an engineer, I help with development tasks when needed. As a lead, I set quality standards and support the team to meet them.		
Projects		
Jun 2022 - April 2023	Codename EF	Front-end: Unity, C#, Cocos Creator, Typescript, React
		Backend: Node.js, Typescript, Cassandra, Redis, PostgreSQL, MySQL
As team lead, I managed a group of 10 programmers who specialize in game frontend, web frontend, and backend development. My main responsibility was to make sure products were delivered on time and with high quality. This involved managing project timelines, doing code reviews, and giving guidance to team members when needed.		

SYBO		
Aug 2021 - May 2022	Senior Game Engineer	
I joined an exciting new project at SYBO as a Senior Game Engineer. In this role, I was responsible for leading programming efforts, designing system architectures, conducting thorough code reviews, and managing project timelines and deliverables.		
Projects		
Aug 2021 - May 2022	Subway Surfers City	Front-end: Unity, C#
I joined this project in the prototyping phase and continued through production. I built the foundation for the project's software architecture, established best practices, conducted code reviews, and managed the project timeline and deliverables. My main contributions were deterministic gameplay, procedural level generation and tools, and prototyping new features.		

2c2p		
Mar 2021 - July 2021	Assistant Manager, System Architect	
As a member of the QR payment team, I used my system development skills to design and build a communication system that integrates with other payment systems.		
Projects		
Mar 2021 - July 2021	QR Payment	Front-end: Angular
		Backend: C#, Asp.Net, Asp.Net core, Microsoft SQL Server, Redis, Amazon

		Web Service
As a QR payment system developer, I designed and built secure systems for Customer Presented QR transactions, specifically for Union Pay and Paynow OCBC. I also helped design the overall system architecture and mentored junior developers.		

True Axion Interactive		
Apr 2018 - Mar 2021	Technical Manager	
Jul 2017 - Mar 2018	Senior programmer	
As the first Senior Programmer at True Axion Interactive, I played an important role in shaping the software engineering department. My responsibilities included programming, architecture design, code reviews, CI/CD pipeline management with Jenkins, and managing a team of programmers to deliver high-quality games. I was also responsible for mentoring junior team members and providing guidance and support to help them develop their skills.		
Projects		
Feb 2021 - Mar 2021	Block Buster 2048 https://tinyurl.com/4mv6pkkd	Front-end: Unity, C#
		Backend: Node.js, Redis, AWS Lambda
As the solo programmer for a hypercasual game designed to be completed in just one month, I was responsible for developing a robust and engaging gaming experience. By closely collaborating with other team members and taking a proactive approach to problem-solving, I was able to ensure the game was delivered on time and with the highest level of quality.		
Apr 2020 - Jan 2021	*Confidential	Front-end: Node.js, TypeScript, Phaser, React
		Backend: Node.js, Javascript, Actionhero, Cassandra, Redis, PostgreSQL, MySQL, ElasticSearch
As the Project Lead for a virtual store/game project for a retailer, I was responsible for overseeing all aspects of development, from technology stack decisions to architecture design, training, and problem-solving.		
May 2019 - Mar 2020	Prototyping	Front-end: Unity, C#
		Backend: Go, Cassandra, Redis
I had the opportunity to be involved in three exciting prototyping projects. Two of these projects were mobile game prototyping, one of which used Go for backend development. The third project involved helping to design a new backend system for a new project.		
Mar 2018 - Apr 2019	Evergleam Hill https://www.evergleamhill.com	Front-end: Unity, C#
		Backend: Node.js, Javascript, Actionhero, Cassandra, Redis, PostgreSQL, MySQL, ElasticSearch, Datadog
The first project where I had the opportunity to become a full-fledged leader was a defining moment in my career. In this role, my responsibilities were to estimate, plan, evaluate, and review tasks for the programming team on a distributed backend system, monitored with Datadog, while also serving as a trusted advisor and mentor to my colleagues. Although I have since moved on to other projects, I		

continue to stay involved as an advisor and consultant, leveraging my expertise and experience to help ensure its ongoing success.		
Sep 2017 - Feb 2018	Invictus: Lost Soul https://invictus-en.bushiroad.com/	Front-end: Unity C#
		Backend: Node.js, Javascript, Actionhero, Cassandra, Redis, MySQL
Working on a card-based real-time action game was a thrilling experience. As a key member of the development team, my responsibilities included prototyping, migrating the prototype to production, developing real-time network code, and creating reusable modules that could be leveraged across multiple projects.		

Infinity Level (Thailand)	
May 2017 - Jun 2017	Lead Game Developer
As a Lead Game Developer, I relished the challenge of creating games that are not only fun to play but also innovative and engaging. This project involved developing a high-speed superhero-like flying VR game using Unreal Engine 4.	

Magic Box Asia		
Nov 2016 - Apr 2017	Senior Mobile Game Developer	
Sep 2014 - Nov 2016	Mobile Game Developer	
Although my title was Mobile Game Developer, my primary focus at this company was on backend development and DevOps for distributed game server systems across Southeast Asia. As part of this role, I was responsible for deploying servers, ensuring their stability, and developing backend requirements to support our games. This involved working closely with our game designers and frontend developers to understand their needs and create solutions that met those requirements. I was also responsible for managing timelines and ensuring all tasks were completed on schedule.		
Projects		
Jan 2017 - Apr 2017	Sengoku Blades	Front-end: Cocos2D-x, C++
		Backend: PHP, MySQL, Apache, AWS
As the server administrator and developer for the Southeast Asia published version of Sengoku Asuka ZERO (戦国アスカZERO) by ORATTA, my responsibilities included deploying and maintaining servers, developing tools to optimize server performance, and collecting and generating reports from databases to track key metrics. I was also responsible for developing a website for in-game display, managing server costs to ensure optimal efficiency and profitability, and managing timelines to ensure timely delivery of updates and improvements.		
Jul 2016 - Dec 2016	Fairy Hero	Front-end: Unity, C#
		Backend: Ruby on Rails, MySQL, Redis, RabbitMQ, AWS
As the server administrator and developer for the Southeast Asia published version of Full Bokko Heroes (フルボッコヒーローズ) by Cyber Connect 2, my responsibilities included deploying and administering servers, developing tools to optimize server performance, and collecting and generating reports from databases to track key metrics. I was also responsible for developing a website for in-game display, managing server costs to ensure optimal efficiency and profitability, and managing timelines to ensure		

timely delivery of updates and improvements.		
Sep 2014 - Jun 2016	Dragon Ace	Front-end: Unity, C#
		Backend: PHP, MySQL, Redis, MongoDB, Apache, AWS
As the server administrator and developer for the Southeast Asia published version of Dragon Poker (ドラゴンポーカ―) by Asobism, my responsibilities included deploying and administering servers, developing tools to optimize server performance, and collecting and generating reports from databases to track key metrics. I was also responsible for developing a website for in-game display, managing server costs to ensure optimal efficiency and profitability, and managing timelines to ensure timely delivery of updates and improvements.		

Wongnai		
Jun 2014 - Sep 2014	Web developer	
As a Full Stack Web Developer, I joined the team with a strong interest in building web applications. Although my time here was short, I learned a lot about web development. I improved my skills in coding, testing, debugging, and optimizing web applications for performance.		
Projects		
Jun 2014 - Sep 2014	Wongnai Beauty https://www.wongnai.com/beauty	Front-end: HTML, Javascript, Less
		Backend: Java, MySQL
As a Web Developer, I was tasked with creating a new website for a business line, based on an existing website. I also worked to identify and fix bugs and errors that came up during development.		

Playmunz		
Aug 2012 - May 2014	Technical Lead	
As a full stack developer, my responsibilities included developing the game client and server, administering the game server and website, making technical decisions, and ensuring project timelines were met.		
Projects		
Aug 2012 - May 2014	Eldoron defense	Front-end: Unity, C#
		Backend: PHP, MySQL, Apache
This was a solo programming project. I was responsible for designing, coding, deploying, conducting research, and managing all technical aspects.		

Viquasoft	
May 2010 - Jul 2012	Programmer
As a game developer, my primary responsibility was to conceptualize, design, and develop games that engage and delight players.	

Projects		
Jul 2011 - Jul 2012	Shop-N-Spree: Shopping Paradise http://goo.gl/1BUKqH	Front-end: C++
As a solo game programmer, I developed a time management game for PC. My responsibilities included designing and coding the main game system, creating mini-games, implementing tutorials, debugging, and ensuring localization for multiple languages.		
May 2010 - May 2011	Shop-N-Spree: Family Fortune http://goo.gl/mbn6yE	Front-end: C++
My responsibilities included polishing the game, adding mini-games, developing tutorials, fixing bugs, and implementing localization systems.		

Contract works

Bull Ranger		
Sep 2018 - Oct 2019	Bull Ranger https://www.set.or.th/bullranger	Front-end: Unity, C# Backend: Python, Flask, Docker, MySQL, Redis
For my freelance project with the Stock Exchange of Thailand, I was responsible for the entire game development process, including both technical aspects and game design.		

Fantasy Food Tower		
Oct 2022 - July 2023	Fantasy Food Tower https://www.project99.gg/games/fantasy-food-tower	Front-end: Unity, C#
This was a freelance project with Project 99. My responsibilities included designing the architecture, developing the main gameplay and meta game, audio integration, localization, and code review.		

Arkbound		
April 2023 - Nov 2023	Hack and Slach Action RPG with Web3 element https://www.project-arkbound.com	Front-end: Unreal Engine 5, C++ Backend: Node.js, NestJS, Typescript, MongoDB, DigitalOcean, Immutable X Web: Node.js, React, Typescript, TailwindCSS, Gatsby
This was a freelance project with Black Tower Studios. My responsibilities included the backend system for player authorization, player data, NFTs, and payments, integrating the backend with Unreal Engine 5, and developing a website for this project.		

The Texas Chainsaw Massacre		
Dec 2023 - Nov 2025	Online asymmetric multiplayer survival horror	Front-end: Unreal Engine 5, C++ Backend: PlayFab, Azure Functions, C#

	https://www.txchainsawgame.com	
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Another freelance project with Black Tower Studios. My responsibilities included the backend system for matchmaking, persistent data storage, analytics, and monitoring. Beyond backend responsibilities, I contributed to bug fixing, balance tooling, and profiling. I also led the migration from a dedicated server to peer-to-peer networking, which involved refactoring the persistent data store and matchmaking, and adapting the client infrastructure for the P2P connection.