

Wajana Piromnok

Interactive Software Engineer | Unity Programmer | Multiplayer Systems | AI-Enabled Experiences

Bangkok, Thailand | +66 92 083 9210 | wajana.pirom@gmail.com | GitHub: github.com/WajanaPiromnok | LinkedIn: linkedin.com/in/wajana/

SUMMARY

Interactive Software Engineer and Programmer building Unity, web, AI, and payment-connected interactive products for digital art platforms, games, and client-facing experiences.

TECHNICAL SKILLS

Languages: C#, TypeScript, JavaScript

Core: Unity, C#, TypeScript, JavaScript, React, Next.js, Node.js, n8n, Git

Backend / Cloud: Backend Development with Next.js, Gemini AI Integration, GCP, AWS, Omise, LINE Coupon Integration, Database Systems, CI/CD

Specialties: Multiplayer Systems, Real-time Interaction, Gameplay Systems, UI Systems, UX/UI Design, AI Product Prototyping, Coupon Validation

EXPERIENCE

Programmer — Artventure NFT

2025 - Present

- Developing an AI artwork valuation system using Gemini 3.1 Flash, React, Next.js, Node.js, and GCP.
- Building frontend and backend flows for artwork scanning, AI result display, and user-facing valuation experiences.

Programmer — Dijit Eye

2024 - 2025

- Built a Bored Ape chatbot workflow using n8n and Next.js for ArtventureNFT.com website interaction.
- Developed a Unity Digital Claw Machine with Omise payment and LINE coupon redemption flows.
- Implemented AWS-backed coupon uniqueness and repeat-scan validation for redemption checks.
- Built quiz and image export flows for Traces of Sunlight and February interactive experiences.

Projects: Artventure Metaverse, Bored Ape Chatbot, Digital Claw Machine, Traces of Sunlight, February

Programmer — The Real One

2022 - 2024

- Developed Unity multiplayer features for metaverse-style applications, including player interaction, avatar dressing, controller behavior, and UI flows.
- Built gameplay and UI systems for virtual pet, educational, and digital media projects using Unity and C#.
- Translated project briefs into working prototypes and interactive features with designers, artists, and developers.
- Improved navigation and interaction flow by refining player controller behavior, avatar flows, and UI structure.

Projects: GSB Metaverse, Buddyverse - Verse of Pets, SPU Metaverse, Moral Verse, SDM Influencer

Programmer and UX/UI Designer — Freelance

2020 - 2022

- Designed and developed interactive applications combining Unity systems, UX/UI design, user journeys, and admin workflows.
- Built multiplayer, avatar dressing, controller, game system, and UI features for virtual world and metaverse projects.
- Created motion-based interaction flows for museum exhibition content and immersive digital experiences.
- Structured e-learning and admin website workflows for internal management and learning platform use cases.

Projects: Readyverse, Meta Birth, MoMu, DPIM E-Learning, SWU Skin Center

SELECTED PROJECTS

Artventure NFT AI Valuation

Gemini | Next.js | GCP

Developing AI artwork valuation flows with frontend, backend, image scanning, and result display.

Digital Claw Machine

Unity | Omise | AWS

Built payment-connected gameplay with LINE coupon redemption and repeat-scan validation.

Bored Ape Chatbot

n8n | Next.js

Built website chatbot workflow support for ArtventureNFT.com visitor interaction.

Traces of Sunlight / February

Quiz | Image Export

Developed question logic and image export behavior for personality-style interactive content.

EDUCATION

Bachelor of Fine and Applied Arts

Interactive and Game Design
Sripatum University, Bangkok, Thailand

AWARDS

- Design Service Sandbox - Second Runner-up, 2021
- Thailand Digital Young Talent - Participant, 2020
- Seed Upgrade Your Life - Honorable Mention, 2018

LANGUAGES

Thai: Native speaker
English: Basic working communication