






รองศาสตราจารย์ ดร. อาษา ตั้งจิตสมคิด ARSA TANGCHITSOMKIT, PH.D.



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การศึกษา

- ระดับปริญญาเอก | *King Mongkut's University of Technology North Bangkok, Thailand*
- ระดับปริญญาโท | *Walailak University, Thailand*
- ระดับปริญญาตรี | *Dhonburi Rajabhat University, Thailand*



AWARDS AND HONORS

- The Thailand National Researcher (Information and Communications Technology) Code: 54110047. National Research Council of Thailand. September 2011
- Was appointed to the Assistant Professor (Computer Games Multimedia). The Board of Regents. 3rd/2010. Wednesday, Rangsit University. September 15, 2010
- The first and only Assistant Professor (Computer Games Multimedia) in Thailand. Office of the Higher Education Commission. 2010-2015
- Former President. DURALSOFT Co.,Ltd. Thailand. 1999



WORKING EXPERIENCE

- Lecturer. Graduate and Undergraduate. Faculty of Information Technology. Rangsit University. 2009 - 2011
- Specialist Lecturer. Graduate and Undergraduate (Application Software in Multimedia Technology II , Application of Computer Graphic, Computer Programming Language I). Faculty of Industrial Education and Technology, KMUTT.
- Specialist Lecturer. Undergraduate (Artificial Intelligent, Information Technology for Learning). Faculty of Science. Chandrakasem Rajabhat University. 2006

- Specialist Lecturer. Graduate and Undergraduate (Management Education, Microprocessor, Computer Graphics, System Programming, Data and File Processing, Information Technology for Learning). Faculty of Science. Dhonburi Rajabhat University. 2001 - 2011
- Specialist Lecturer. Teaching in JAVA Programming, PHP & CGI, C/C++, Pascal. School of Computer Telecom Info Co.,Ltd. 2002

RESEARCH AND PUBLICATIONS

- Create tool name's ARSA Framework. This is a cross platform game development tool (iOS, Android, WindowPhone8, PC, Mac, Linux, PSP, PSV, PS3, PS4, XBox360 and XBOXOne). The first and only game tool in Thailand done in actually job. SIPA Game Contest 2010. Award winning grand prize 150,000 Bath by Rangsit university student.
- Research " Adjusting Difficulty Level of Artificial Intelligence for Real-Time Fighting Game using ARSA Level Automation Technique" published in RSU Conference 2010

ARTICLES

- Article "Create game for Aging Society" published in the Matichon newspaper. Tuesday, April, 21, 2015
- Article "Every body can make game!" published in ComToday magazine. Issue 496, MARCH, 2015
- Article "Study game creator in university, How should i do ?" published in Future Gamer magazine. Issue 222, APRIL, 2015
- Article "AEC and Game Developer" published in Micro Computer Magazine. Vol. 33 No.355 February. 2015
- Article "Professional Standards and Professional Qualifications in Computer Game Multimedia" published in Windows IT Pro magazine. NOVDEC, 2014
- Article "In-house Game Engine Technology" published in Windows IT Pro magazine. AUGSEP, 2014
- Article "Research and Game Development" published in the Matichon newspaper. Friday, October, 10, 2014



ความสนใจทางวิชาการ

- Game Development
- Digital Transformation
- Business and Innovation Technology