

Experience

3D Animator

Keithcity Group.

May 2022 - Present

- Animated character art pieces for the unannounced project
- Responsible for cinematic trailer for the project

Academic Projects

3D Animator

Gameplay Animations (Solo project)

2022

- Created sets of game animation including attack combos and basic movement.
- Created cinematic character highlight

Art Lead / 3D Animator / Rigger

ShadowBringer (Unreal Engine 4)

Team Size: 18

2020 - 2021

- Created in-game animation for enemies characters
- Created rigs for first person hands and humanoid figures
- Coordinated with team members and identified any production issues in project
- Worked closely with designer team on the maps layout
- Responsible for the overall looks of the game

Education

DigiPen Institute of Technology

Aug 2020 - May 2022

- Bachelor of Fine Arts in Digital Art and Animation

Thammasat University, Thailand

Aug 2018 - May 2020

- Innovative Digital Design, Visual Effect and Animation

Skills

2D / 3D Animation

Modelling

Texturing

Rigging

Visual Development

Traditional Drawing

Software

Autodesk Maya

Unreal Engine

Marmoset

Substance Painter

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

Zbrush

Blender

Languages

English

Thai