

SKILL SET

Technical

Languages/Libraries/Framework

Python, Java, MEL, HTML, CSS, Qt, PyQt,
C++, OpenGL, Javascript*, PHP*, PyTorch*

Database

SQL, FileMaker Pro

Version Control

Git, Jira, Perforce

Film/Animation

Autodesk Maya, Adobe Photoshop, Illustrator,
InDesign, Animate, After Effects, Premiere,
Audition, RV, Shotgrid, Unreal,
Houdini*, Toonboom Harmony*, Deadline*

Operating Systems

MacOs, Windows and Linux

Others

Microsoft Office, Google Suite, iWorks

Collaboration and Research

Strong Analytical, Problem-Solving, Leadership,
Communication, Organizational, Management.

Languages

Fluent in Thai and English.

*Novice Level

EDUCATION

Purdue University

MS Computer Graphics Technology '23

Expected Graduation: May 2023

Relevant Courses

Advanced Computer Graphics Programming
Interactive Graphics, Compute Shaders
Linear Algebra and Its Applications
Machine Learning, Deep Learning

UC Berkeley Extension

C++ Programming, 2019

Rhode Island School of Design

BFA Film Animation Video '18

Concentration: Computation,
Technology and Culture

INTERESTS

Ultimate frisbee, Thai boxing, tennis,
ice-cream and chocolate chip enthusiast!

PROFESSIONAL EXPERIENCE

Activision Blizzard - Los Angeles, USA

Central Tech Technical Art Intern, Summer 2022

- Integrated outsourced code from USC's ICT with the current pipeline to automate the Light stage processing using Agisoft's Metashape and Python.
- Assisted in the motion capture shoots and 3D printed assets for the capture stages.

Purdue University - West Lafayette, USA

Graduate Research Assistant, 2022 – present

- Project 1: Prototyped real-time device-level methods in Android Studio to protect internet users with Epilepsy or Chronic Migraine from graphic-based attacks.
- Project 2: Creating AI-driven emotionally intelligent avatars for STEM educational videos.

The Monk Studio - Bangkok, Thailand

Pipeline Technical Director, 2019 – 21

- Created a standalone tool with PyQt and SQL which established the studio's 2D pipeline by streamlining the workflow between 5 departments of 120 artists, optimized server space, eliminated manual work, eased communication and ensured quality.
- Scripted tools in Toonboom Harmony, Maya and RV to help alleviate tedious work for artists.
- Supported the internal production tracking website using PHP, HTML and Javascript.

Nickelodeon - Burbank, USA

Animation Technology Intern - Associate Engineer, 2018 – 19

- Designed and initialized a centralized database for the Archives Team to track and respond to archive requests using FileMaker Pro.
- Wrote Python scripts for zipping files and exporting assets to a more agnostic file type such as Objs to expedite the scenes/assets archiving process.
- Collaborated with a Pipeline TD and the production team on a tool to process deliveries from vendor studios into our local file server and Shotgrid's database using the Shotgrid API.

Titmouse Inc. Animation Studio – New York City, USA

Animation/Production Intern, 2017

- Cleaned up animation for Adult Swim's BallMasterz, Bobcat Goldthwait's Misfits and Monsters and Hanazuki using Adobe Animate.

Kantana Animation Studio – Bangkok, Thailand

3D Animation Intern, 2016

LEADERSHIP AND VOLUNTEER

ACM SIGGRAPH Volunteer, 2017 – present

- S3 Mentor (2022): Provided early career consultation to undergraduate students.
- Team Leader (2021 – 2022): Recruited and managed over 150 Student Volunteers.
- SV Production (2020): Edited promotional videos for SIGGRAPH Asia in Brisbane.
- XSV (2019): Served on the Production Sessions subcommittee to plan the sessions.

Edsy Co. English Tutor, 2021 – present

- Tutor English as a second language for kids ages 6–11 through an online platform.

President/Co-Founder of Thai Student Association, 2016 – 2018

- Hosted events with students from Brown, RISD, BU, MIT and Harvard to promote diversity.

RISD Student Alliance Secretary, 2016 – 2017

RISD Senior International Orientation Leader, 2015 – 2016