

## VISION

A storyteller with an innovative mind, seeking to challenge the boundaries of art and technology, and enjoy the harmony of design while engaging my logical senses in strategic problem solving through engineering.

## SKILL SET

### Technical

#### Software

Autodesk Maya, Adobe Photoshop, Illustrator, Animate, After Effects, Premiere, Audition, Aframe, FileMaker Pro, RV, Nuke\*, Deadline\*, Shotgun\*, Houdini\*

#### Programming Languages

Python, Java, MEL, HTML, CSS, Git, C++\*, Javascript\*, PHP\*

#### Others

Microsoft Office, Google Suite, iWorks

#### Operating Systems

MacOs, Windows and Linux

### Film/Animation

2D/3D Computer Animation, Traditional Animation, Rigging, Compositing, Storyboarding, Character Design, Sound-Editing, Shading\*.

Growing interest in Effects and Simulation.

### Collaboration and Research

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

### Languages

Fluent in Thai and English.

\*Novice Level

## EDUCATION

### 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

### The Monk Studio - Bangkok, Thailand

Junior Pipeline TD 2019 – Present

- Utilized SQL and PyQt to develop a system to track and review 2D productions.
- Supported internal production tracking website using PHP, HTML and Javascript.
- Created Maya tools to optimize 3D workflow between and within departments.
- Wrote an RV plugin to ease internal revisions.

### Nickelodeon - Burbank, USA

Animation Technology Intern - Associate Engineer 2018 – 19

- Designed and implemented 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 Shotgun database using Python and the Shotgun API.

### Titmouse Inc. Animation Studio – New York City, USA

Animation/Production Intern Summer 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

Animation Intern Summer 2016

- Developed 3D character animation skills using Autodesk Maya.

### M2 Animation Studio – Bangkok, Thailand

Art and Design Intern Summer 2015

- Created digital matte paintings and props designs for TV series and ad campaigns.

## LEADERSHIP AND VOLUNTEER

ACM SIGGRAPH Student Volunteer and XSV 2017 – 19

- Volunteered with 400 students and committee members to run the annual computer graphics conference. Gained customer service skills and inspired fellow students.
- Contributed to planning the Production Sessions for SIGGRAPH 2019.
- Edited promotional videos for SIGGRAPH Asia in Brisbane.

President/Co-Founder of Thai Student Association 2016 – 18

- Established a Thai Student Association to promote diversity by sharing the Thai culture with the community through events. This brought together Thai students from Brown, RISD, BU, MIT, Harvard to celebrate the uniqueness of our culture.

RISD Student Alliance Secretary 2016 – 17

- Alleviated the communication "boundaries" for a more effective community by serving as a conduit to connect students with administrators.
- Planned meetings and managed communications between members.

RISD Senior International Orientation Leader 2015 – 16

- Enhanced RISD's orientation program by attending the NODA Region IX 2016 conference to exchange orientation related skills and ideas with other institutions.
- Organized the orientation program for new students.
- Recruited and trained student leaders.