

VISION

I am a life-long learner, an animator and a motion designer who constantly seeks for experiences to challenge the application of story-telling and technology.

SKILL SET

Technical

Operating Systems

- Macintosh, Windows and Linux

3D Softwares

- Autodesk Maya*, Mudbox, Substance

2D Softwares

- Adobe Photoshop*, Illustrator*, Animate*,

Compositing

- After Effects*, Premiere*, Nuke

Others

- Aframe, Audition, Protools, Dragonframe, Microsoft Office*, Deadline and iWork softwares*.

Languages

- HTML/CSS, Java, MEL, Python

*Softwares with expertise

Film/Animation

2D/3D Computer Animation, Traditional Animation, Rigging, Compositing, Storyboarding, Character Design, Sound-Editing, Filming. Moderate experience in 3D Modelling, Shading, Lighting and Scripting.

Collaboration and Research

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

Languages

Fluent in Thai and English.

EDUCATION

Rhode Island School of Design

BFA Film Animation Video '18 with Honors

Relevant Courses: Senior Animation Studio | Character Animation | CGI | Intermediate Computer Animation* | Character Design | Digital Effects and Compositing

Concentration in Computation Courses: Computer Science CS2* | Intro to Object-Oriented Programming CS15* | Procedural Programming | Algorithm and Data Structure CS16*

*Brown University Courses

EXPERIENCES

Nickelodeon - Burbank, USA

Animation Technology Intern - Fall 2018

- Optimized the animation pipeline by resolving Maya's python errors and ameliorated the production pipeline by providing the most advanced technical supports.

Titmouse Inc. Animation Studio - New York City, USA

Animation/Production Intern - Summer 2017

- Streamlined different tv series productions from Adult Swim, Hasbro and Dreamworks for the multi-branch studio with various skills including, project management, the animation principles and Adobe Animate.

Kantana Animation Studio – Bangkok, Thailand

Animation Intern – Summer 2016

- Experienced the production workflow from art, design, layout and animation to lighting and rendering using Autodesk Maya.

M2 Animation – Bangkok, Thailand

Art and Design Intern – Summer 2015

- Improved television marketing for Lego by incorporating story-telling in advertisements to attract certain target groups.
- Created concept art, digital matte paintings, backgrounds, props designs and prop layouts to convey conceptual ideas for later production uses.

Teaching Assistant - RISD

Digital Effects and Compositing - Spring 2018

Computer Animation : Integrated Techniques – Fall 2017

LEADERSHIP AND VOLUNTEER

ACM SIGGRAPH Student Volunteer 2017 – 18

- Collaborated with 400 students and committee members to run the annual computer graphics convention, gained customer service skills and inspired fellow students.

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.

RISD Student Alliance Secretary 2016 – 2017

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

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

- Promoted diversity at by sharing the Thai culture with the community through events.
- Brought together the Thai community from Brown and RISD to celebrate the uniqueness of the Thai culture.

President/Co-Founder of RISD Frisbee Club 2015 – 18

STEAM Make-a-thon Marketing committee 2015 – 16

Participated in the Brown Hackathon 2014 – 17

Dedicated as the bridge between engineers and designers. Won the first-timer award.