

THAMMATORN

Hirantiaranakul

3D ARTIST



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Bangkok, Thailand

Professional Summary

Creative 3D Modeler well versed in technical designs and concepts with vast experience in numerous modeling platforms. Ability to work independently and in teams on multiple projects with strong attention to detail, high quality and creativity.

Software Skills

- Maya
- Zbrush
- 3ds max
- UVlayout
- 3Dcoat
- Unity
- UE4
- Mavelous Designer
- Mudbox
- Marmoset
- Topogun
- Mari
- Photoshop
- Substance Painter & Designer

Project Experiences

- 2020** **Modeler**
2.5D Game Character (real-time) for VRChat
 - Modeled, Textured (Hand painted) and Composed visual elements for the VRChat's in-game avatar, "Maki Oze".
- 2019** **Modeler, Visual Developer**
Game Character (real-time) for Warframe Steam Workshop
 - Designed, Modeled, Textured (PBR workflow) and Composed visual elements for the skins of Warframe Characters; "Rhinaut" Rhino and "Soldevous" Inaros
- 2018** **Modeler**
Internship program of an anonymous mobile game company
 - Modeled, Textured (PBR workflow) and Composed visual elements following the concept art of visual developer for a Real-Time Strategy mobile game project
- 2015 to 2017** **Modeler**
Game project "Bloom", Academy of Art University
 - Worked closely with the look developer to model and apply the textures following the visual directionAnimation project "Draco Saga", Academy of Art University
 - Designed, Modeled and textured high resolution models of a Sea Dragon, a Sorcerer and a Crossbow Tank following the concept arts of visual developerAnimation project "Arma", Academy of Art University
 - Modeled a whole house and the assets inside it
- 2011 to 2012** **Modeler, Visual Developer**
At Chulalongkorn University
Game project "Generace" developed by Unity3D
 - Designed, Modeled and textured every vehicleGame project "Rain Runner" developed by UDK
 - Designed, Modeled and textured the main character

Activities & Achievements

- 2012 Qualified the final round of National Software Contest Thailand

Educations

- 2016 **Master of Fine Arts in 3D Modeling**
Academy of Art University, San Francisco CA, USA
- 2013 **Bachelor of Science in Computer Engineering**
Chulalongkorn University, Bangkok, Thailand