

mint srikraikajornkul

CHARACTER ARTIST

SKILLS & SOFTWARE

- 3d Modeling
- Texturing
- High-poly Sculpting
- High-poly to Low-poly
- Concept Art
- 2D Drawing and Illustration
- Autodesk Maya
- Adobe Photoshop
- Zbrush
- Substance Painter
- Adobe After Effects
- Adobe Illustrator
- Unreal Engine

EXPERIENCE

- 2017 **THE BASEMENT VR**
Responsible for finalizing monster design and creating three-dimensional sculpt.
- 2018 **ART GALLERY AR**
Creating 3D Character models for an AR application
- 2018 **PROXY: AR**
Responsible for optimizing and posing 3D character models in Maya for AR application. Also tasked with creating additional character concept art for the art team

ADDITIONAL SKILLS

BILINGUAL English Proficient in Microsoft
Thai Office Software

EDUCATION

ART INSTITUTE OF CALIFORNIA – NORTH HOLLYWOOD
Bachelor of Science – Media Arts and Animation

UNIVERSITY OF THE ARTS LONDON – CAMBERWELL COLLEGE OF ARTS
BA (Hons) Graphic Design

AWARDS

Media Arts and Animation Best of Quarter

2016 | Character Design

2017 | Advanced Illustration for Production

2017 | Concept and Illustration Design

2017 | Material and Lighting

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