



Enthusiastic and eager to learn new things every day.

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EXPERIENCE

Warrior ArtCamp, Los Angeles, CA US — *Instructor*

MARCH - APRIL 2025

Holding the “Illustration Journey” workshop with Warrior Art Camp. The workshop focuses on the practice of stylizing narrative-driven illustrations using photo references, cultivating cohesive personal styles, observing individual creative inputs, and exploring how to incorporate these into the narrative aspects of your artwork.

Humanature Studio, Maui, HI US

DECEMBER 2019 - 2024

Art Director, Lead Character Designer

SEPTEMBER 2022 - DECEMBER 2024

Responsible for developing unique character design for ‘Thai River’, a Thai culture-based heartfelt storytelling game project sponsored by Humble Bundle. Create art assets, supervise and steer the development of character design and assets in close coordination with engineers, producers, and other artists

Art Director

DECEMBER 2019 - AUGUST 2024

Develop strong visual art style concept in close coordination with engineers, producers, and other artists and create characters, environments, and props assets for ‘Kimono Cats’, a 2023 Apple Design Award Nominated game on Apple Arcade

Lead Artist

JANUARY 2020 - SEPTEMBER 2020

Create illustration assets for a successful Kickstarter campaign ‘Outta Our Shells’, the simple party card game that hits the crowdfunding goal within 12 hours

Storyboard Artist

DECEMBER 2019

Create Storyboard art for ‘Anuhe’a’ a Hawaiian culture-based game project

Native Design, San Francisco, CA US — *Illustrator*

OCTOBER 2019 - AUGUST 2022

- Collaborate with industrial designers to create a series of illustrations to help visualize the experience of a new innovative product design for one of the world’s largest electronics device company
- Collaborate with industrial designers to create a series of illustrations to help visualize the experience of Illumina’s DNA Sequencing Machine
- Collaborate with industrial designers to develop an aesthetic design and create a series of instruction illustrations for Baxter’s Peritoneal Dialysis Machine

LANGUAGES

Thai, English

Tangible Play Inc., Palo Alto, CA US — Artist

DECEMBER 2019 - APRIL 2022

Collaborate with art directors and other artists to develop early concepts and create characters and environment assets of Osmo's Award-Winning educational game for multiple projects, such as 'ABC', 'Numbers'

View Multimedia, Stockton, CA US — Visual Development Artist & Illustrator

OCTOBER 2020 - APRIL 2022

Developed the art style and created illustrations for several children's book projects to support the storytelling visually closely with the author

Zynga Inc, San Francisco, CA US — UI/UX Artist

FEBRUARY 2019 - JULY 2019

Create UI/UX mockups and develop concept arts and illustrations to effectively communicate the design ideas with multidisciplinary teams of designers, engineers, and product managers throughout the design process

Zynga Inc, San Francisco, CA US — Art & UI/UX Intern

OCTOBER 2018 - DECEMBER 2018

Develop logo design, and decoration assets for a Snapchat Exclusive Multiplayer Shooter Game 'Tiny Royale'

Tonko House, Berkeley, CA US — Art Intern

FEBRUARY 2018 - MAY 2018

Visual designing on the early development of Annie Award-Winning Netflix's Preschool Animation Series 'Go!Go! Cory Carson'

EDUCATION

Academy of Art University, San Francisco, CA US — Master of Fine Art

JUNE 2015 - DECEMBER 2018

Graduated from the Visual Development Program with a GPA of 3.56.

King Mongkut University of Technology Thonburi, Bangkok Thailand — Bachelor of Fine Art

JUNE 2010 - DECEMBER 2014

Graduated from Media Arts Program with the First class honor, a GPA of 3.61