

Miss Napatsorn Archawattana
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OBJECTIVE

Seeking a position/internship as an animator to emphasize my skills and learning animation in animation studios/gaming industry.

WORK EXPERIENCE

3D Graphic freelance

- project in Interior Design. (3D modeling, rendering)
- Senior project in Fine Arts - New Media (3D modeling, rendering, particle effects and animation)

SKILLS

Character Animation (Autodesk Maya)

- Have excellent knowledge of body mechanics & physical animation.
- Design storyboard/animatic and original concept art for pre-production.
- Skilled in both traditional & realistic animation, capable of applying 2D animation style to animate a 3D computer character.

Painting & Drawing (Adobe Photoshop, Illustrator)

- Experienced user of Adobe Photoshop, capable of drawing & painting realistic-looking character.
- Immense ability to draw both raster & vector images.

EDUCATION

Academy Of Art University, San Francisco, California (December 2006 - present)

Specializing in 3D Character Animation (MFA)

Major: Character Animation, Animation*

Course included*

Pixar 1 Advanced Animation (3D) - Taught by Pixar Animators (Michal Makarewicz and Matt Majers)

Chulalongkorn University, Bangkok, Thailand (1998-2002)

Bachelor of Fine and Applied Arts Degree (BFA)/ Specializing in Creative Arts, Exhibition Design Major

Bangkok ComputerArts Center, Bangkok, Thailand (2001-2002)

Certificate of Design & Layout for Animation

Certificate of 3D Animation Maya : Beginning