



Panuwat Mungkalung

3D Modeler

Contacts

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🌐 Web Portfolio

Education

Bangkok University

(2019-2022)

*Faculty of Information Technology
and Innovation Major in Games and
Interactive Media*

Nongchokphittayanusorn Matthayom

(2013-2019)

Skills

3D Modeling
Texturing
Animation

Programmes

Blender	Maya
Zbrush	Substance Painter
Unity	Unreal Engine

Language

Thai (Native)
English (Intermediate)

Summary

I have a bachelor's degree in Game and Interactive Media. I'm looking for a job as a 3D Modeler with experience in Modeling, Texture, and Animation.

Work Experience

3D Artist, Tomitech 24

Mar - Aug 2023

- Worked with artists and animators to execute projects on time.
- Created 3d models, texturing and animation to achieve excellent results.
- Worked with Blender to create model asset and animation that generated increased overall productivity.

3D Artist, Vector control training game for staff(THESIS)

Aug - Dec 2022

Phon Yung Simulator is a FPS Action game designed for officers who require academically correct information in the subject of spraying mosquitoes, including the processes in the operation and knowledge of the correct application of pesticides. This project has nine members. I'm the team head of the art team, which consists of four members, and I am in charge of modeling numerous props.