

Panupat Chongstitwattana
<http://www.PenguinVisuals.com>
(415) 385-5102 me@PenguinVisuals.com

Skills

- 3D modeling, lighting, texturing and normal map creation (Maya, Zbrush, Mudbox, Photoshop)
- Game level design and creation (Unreal Editor 2004)
- Architectural structure, design and 3D presentation.
- Digital image and video editing (Photoshop, Final Cut Pro, After Effects, Premiere)
- Experience with film and digital video camera operation.
- Photographing, filming and lighting in studio environment.
- Website design (HTML, Dreamweaver, JavaScript, CSS)
- Computer programming (Perl, PHP, MySQL, Mel)
- Spoken Language: Thai and English. U.S. Citizen.

Experience

Origin (March 2007 – Present)

Work in progress collaborative project. Action shooting game based on an independent movie, Origin: Symphony of the Fallen

- Environment modeling and texturing.
- Using a custom world builder to combine elements and create light maps.

All Final Fantasy <http://www.all-final.com> (1999 – present)

Thai gaming community website with over 500 registered members.

- Founded, designed and coded website

Openspace Magazine (2000)

An art magazine published for 104.5 Fat festival: Thai radio channel annual festival.

- Provided technical support for Photoshop and Corel Draw.
- Studio and on-location photography.

Siamrak Co., Ltd (1999-2000)

Siamrak is an exporting company focus on aroma therapy production.

- Designed labels, manuals and packages.
- 3D presentation of finished products.

Education

B.F.A. Animations and Visual Effects (2002-2006)

Academy of Art University, San Francisco, California

Computer Engineering (1999-2001)

Chulalongkorn University, Bangkok, Thailand

Architecture (1997-1998)

Silpakorn University, Bangkok, Thailand