

# Chanon Sareechaithaweepong

Game Designer



ChaBoss1994



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[my portfolio](#)

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## Skills Summary

- C/C++
- DirectX
- Game Planning & Game Design
- Concept Art & Character Design
- 2D / 3D Animation
- 3D modeler
- 2D/3D assets
- UX/UI

## Language

- Thai
- English
- Japanese

## Work Experience

### Game Developer

2022 | Internship – Garena

- Responsible for researching new game engines for new team and builds mobile games.
- In charge of developing three game projects using the official engine
- In charge of build game with game engine and make UX/UI and 2D/3D assets
- Supervise client game projects and third-party developers

### Asset Artist

2015 | Internship – Indie Game Company [closed]

- Responsible for game asset artist, make assets for mobile game including game illustrations

### Freelance Artist

2015 | Palo Publishing

- Design character for novel name [The by form urban legend] and draw a picture on the front and back cover. And also draw color and black, white for the illustrations inside the book

## Achievement

- 2012 **[1st place]** Win Animation Contest form YNET BKK of Ministry of Culture
- 2016 Contest with short 2d animation name [Disorder]
- 2020 Join Game Contest HEW(HAL Event Week) Theme Space shooting
- 2021 **[2nd place]** Win Game Contest HEW(HAL Event Week) Theme Puzzle
- 2021 Join Japan Game Award Theme Mobius
- 2021 Join Game Contest Historia Theme Michi(Road)
- 2022 The responsible game won the 2nd and 3rd prizes of the Ministry.(BMG)

## Educational History

Assumption College

- 2002-2013 | Primary / Secondary education

King Mongkut's University of Technology Thonburi

- 2013-2017 | Faculty of Industrial Education and Technology, Major subject MediaArt Animation and Visual Effect

Ehle Institute Japanese Language

- 2017-2019 | Japanese in the regular course

Japan Osaka HALOSAKA College of Technology & Design

- 2019-2021 | Game Developer Game programming