



THREERITH YIMPHAI

Programmer&Live2D Rigger

(seeking internship in)

ABOUT ME

I'm a Creative developer specializing in Live2D animation for anime and game projects, with additional experience in web development, Unity, Live2DSDK integration. Native Thai speaker fluent in English, eager to contribute diverse skills to innovative digital experiences.

PROJECT & EVENTS

Live2D Rigger & Artist | 2025

Fenny Defense of the depth

- LineArt and coloring the sketch from my team's main artist
- Live2D rigging the Main Character and weapon
- Animate the main character and weapon
- Implement the Live2D SDK to use in Unity

Live2D Rigger& Artist | 2024

Character Design Class Live2D Project

- Draw a Separate piece of Illustration
- Live2D Rigging characters and background
- Animate all Scene

Programmer&Live2D Rigger & Artist& Design | 2024

Mewing-Maiden Game project

- Working with the team to design the game
- Drawing the tower units in the game
- Live2D rigging tower units and Enemy
- Coding the Live2D SDK animation in Unity

Live2D Rigger | 2024

Pulita Vtuber Project

- Rigging Fully Fuctional Vutber
- Made Physic for Hair hat and clothes

Programmer | 2023

E-Commerch Website Fullstack Project

- Admin & Client Website using NextJS, Tailwind, Prisma and Shadcn UI
- Using Planetscale as the database and Clerk as the Authenticationn

LANGUAGES

Thai 
Native

English 
Fluent

CONTACT

+66 89-333-9955

dosyim@gmail.com

Nonthaburi, Thailand

EDUCATION

Rangsit University

Bachelor of Computer game and esports (3rd year)

Work Availability

August 2025 - 2026 (1 year)

Expected Graduation Date

December 2025

My preference field of work for internships

Live2D Cubism Relate work or programmer

SKILLS

- Live2D Cubism
- Live2DSDK Integration (Web & Unity)
- Clip Studio Paint
- Web Development
- Game Development (Unity, C#)
- Problem-Solving
- Collaboration
- Communication (Thai: Native, English: Fluent)