

SUMMARY

A 2D/3D Artist who loves to experiment, learn, and try new style techniques. She is experienced in multiple programs such as Maya, Photoshop, Unity, Unreal, 3D-coat, Substance painter and Z-brush. Mayom has spent 2 years creating 2D/3D game environments and UI/GUI for projects and deeply enjoys working with others to create fun games.

Apart from that, her hobbies include graphic design and HTML/CSS coding for websites although her skills are pretty basic she does love to try out new things and challenge herself.

EMPLOYMENT

2012 to Current	Jack and Royal Thai Restaurant · Waitress Customer service and team management.
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EDUCATION

2017	Academy of Interactive Entertainment (AIE) Advanced Diploma of Professional Game Development 3D Animation & Game Art
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SKILLS

PROGRAMS	Maya, Photoshop, Unity, Unreal Engine, Substance Painter, Z Brush, 3D Coat
SPEAKS LANGUAGES	English, Thai

PROJECTS

Sep 2017 to Dec 2017	Aie Year 2 Final Project - Deadline My group had 3 months to design a fully functional game for our final project, we ended up making a twin-stick survival game known as Deadline.
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