

## SKILL SET

### Technical

#### Languages/Libraries/Framework

Python, C++, OpenGL, PyTorch, Qt, PyQt  
MEL, HTML, CSS,

#### Version Control

Git, Jira, Perforce

### Film/Animation

Autodesk Maya, Adobe Creative Suite,  
RV, Shotgrid, Unreal\*, Houdini\*,  
Toonboom Harmony\*, Deadline\*

\*Novice Level

### Operating Systems

MacOs, Windows and Linux

### Languages

Fluent in Thai and English.

## EDUCATION

### Purdue University

MS Computer Graphics Technology '23

#### Relevant Courses

Advanced Computer Graphics Programming  
Interactive Graphics, Compute Shaders  
Linear Algebra and Its Applications  
Machine Learning, Deep Learning,  
Games Development

### UC Berkeley Extension

C++ Programming, 2019

### Rhode Island School of Design

BFA Film Animation Video '18  
Concentration: Computation,  
Technology and Culture

## LEADERSHIP AND VOLUNTEER

### STEM Advantage Mentor, 2024 – Present

- Mentored and provided resume reviews for students

### ACM SIGGRAPH Volunteer, 2017 – Present

- S3 Mentor (2022 – Present): Provided early career consultation  
- Team Leader (2021 – 2022): Managed over 150 volunteers  
- SV Production (2020): Created promotional videos  
- XSV (2019): Planned the Production Sessions

### Edsy Co. English Tutor, 2021 – 2024

- Tutor English as a second language for kids ages 6–11

## PROFESSIONAL EXPERIENCE

### Activision Central Tech - Los Angeles, USA

Associate Software Engineer, 2023 – present

- Wrote user friendly tools for Motion Capture, Photogrammetry and Lightstage processing  
- Work with R&D engineers to integrate innovative capture techniques into production pipelines

#### Technical Art Intern, Summer 2022

- Integrated outsourced code from USC's ICT with the current pipeline to automate the Light stage processing using Agisoft's Metashape and Python.  
- Assisted in the motion capture shoots and 3D printed assets for the capture stages.

### Purdue University - West Lafayette, USA

Graduate Research Assistant, 2022 – 2023

- Project 1: Prototyped real-time device-level methods in Android Studio to protect internet users with Epilepsy or Chronic Migraine from graphic-based attacks.  
- Project 2: Creating AI-driven emotionally intelligent avatars for STEM educational videos.

### The Monk Studio - Bangkok, Thailand

Pipeline Technical Director, 2019 – 21

- Created a standalone tool with PyQt and SQL which established the studio's 2D pipeline by streamlining the workflow between 5 departments of 120 artists, optimized server space, eliminated manual work, eased communication and ensured quality.  
- Scripted tools in Toonboom Harmony, Maya and RV to help alleviate tedious work for artists.  
- Supported the internal production tracking website using PHP, HTML and Javascript.

### Nickelodeon - Burbank, USA

Animation Technology Intern - Associate Engineer, 2018 – 19

### Titmouse Inc. Animation Studio – New York City, USA

Animation/Production Intern, 2017

## PROJECTS

### Conway's Game of Life - 2022

- Parallelized with Open GL's compute shader. Implemented with C++

### Path Tracer - 2022

- Implemented with C++, Open GL and OpenMP for optimization  
- CPU Monte Carlo Path Tracer for .obj models with BRDF for diffuse, specular, glass and refractive materials

### Interactive Real-time Jello Simulation - 2022

- Implemented with C++, Open GL and OpenMP for optimization  
- Physically-based jello simulation based on the mass-spring system with collision detection  
- Beer's law for translucent shading

### Non-Photorealistic Smoothed-Particle Hydrodynamics - 2022

- Implemented with C++ and Open GL  
- Cel and stylized shading with brush strokes created with the geometry shader

### Ray Tracer - 2022

- Pure C++ Ray Tracer that outputs a PPM file

## INTERESTS

Ultimate frisbee, Thai boxing, tennis, ice-cream and chocolate chip enthusiast!