



# DENPONG DENJARUKUL

## 3D Artist

I always want to be part of video game development and loving 3D animation in any media. I seek to work as a 3D Modeller to further my knowledge, learning new things, and make strong connections in the video game development industry.

I will contribute to the organization to the best of my ability.

## MY EDUCATION

King Mongkut's University of Technology Thonburi  
Media Technology, Major in Game Development

- I'm a junior in college. ( third-year )
- Cumulative GPA: 3.77
- Committee of the Media Arts & Technology's Student Association for the Academic Year 2019 - 2020

### Course experience

- Graphic media design
- Interface Psychology
- Fundamentals of game design and development
- Introduction to two dimension and three dimension graphics programming
- Animation Techniques
- Advanced of game design and development
- Games Animation ( 3D Humanoid Low Poly )

## ACTIVITIES

### 2019 ● i-Dia Camp

Modeling Lab Tutor Assistance

Camp for High School students that interest in our faculty and including three workshops. One of them is Modeling Lab, which aims to teach 3D modeling with Autodesk Maya.

### 2019 ● Pre-Programming Workshop

Leader, Consultant

2020

Sophomore Student Workshop. that aim to improve freshman programming skill. This Workshop is five days long and has received positive feedback every year.

### 2020 ● Smart Community-Based Tourism (AR Application)

Participant

An online course aims to create AR Application to improve local Tourism with Unity.

## WORK EXPERIENCE & SKILLS

### 2020 ● User interface graphic design.

Freelance

- Made 13 Application icons and 3 types of whistle illustration. Each type has 12 patterns in 2 days.
- Told by the client, "So fast, Very superb work! I look forward to working with you again."



### ● Autodesk Maya

Animation, Modeling, Rigging, Shading, Rendering



### ● Unity

Animation

- Unity 2D's rigging, Sprites, 3D Animation

2D game, 3D game, Mobile game, URP, HDRP, AR Foundation, Cinemachine, new Input System, Shader, Post processing, Ads, Analytic, Event system, AI Pathfinding, File I/O, PlayerPrefs



### ● Clip Studio Paint & Adobe Photoshop



Animation, Character Art & Drawing, Concept Art & Painting, Retouch, Vector Masks (Photoshop)



### ● Adobe Animate

Animation, Create characters, Rigging



## CONTACT DETAILS



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