






BADIN WONGSAWAT

3D Modeling | Texturing Artist

DETAILS

-  (912)-484-7539
-  badin.wong@gmail.com
-  www.wongbadin.com

SOFTWARE

- Zbrush
- R3DS Wrap
- Maya
- Marvelous
- Substance Painter
- Mari
- Arnold
- RenderMan
- Nuke
- Adobe Photoshop
- Unreal

SKILLS

- Modeling
- Look Dev
- Texturing
- Adaptability

LANGUAGES

- Thai
- English



EXPERIENCE

Junior CG Artist at The Mill, New York City, The USA
August 2022 — September 2023

- Helped out with a verity of CG responsibilities including lighting, animation, lookdeving, texturing, and modeling for commercial VFX.

3D Artist at Corecell Technology Co., Ltd., Bangkok, Thailand
July 2017 — April 2018

- Created poly 3D character models in both low and high res versions in order to optimize across different gaming platforms such as Nintendo Switch, PS4, and PC.
- Designed cut-scene storyboards and animated game characters.

3D Artist at MAF Excellent Co., Ltd., Chiang Mai, Thailand
January 2017 — April 2017

- Modeled high poly to low poly puzzle props for educational games.

Part-Time Instructor at College of Arts, Media and Technology(CAMT), Chiang Mai, Thailand
June 2015 — April 2017

- Taught students about 3D modeling basics based on Zbrush.
- Reviewed and gave feedback to student works.
- Designed the outline of subjects that are friendly for the students to catch.

3D Artist at The LauchBox Studio Co., Ltd., Bangkok, Thailand
January 2016 — May 2016

- Modeled characters with different facial expressions in Flying With Byrd

3D Artist at The Monk Studios Co., Ltd. , Bangkok, Thailand
June 2015 — July 2015

- Modeled and textured 3D props in an animated show Paddle Pop Adventures



EDUCATION

Master of Art, Savannah College of Art and Design, Savannah, GA, USA
September 2019 — Present

- MA in Visual Effects (Expected graduation March 2022)

Bachelor of Science, Chiang Mai University, Chiang Mai, Thailand
February 2012 — February 2016

- BS in Animation at College of Arts, Media and Technology