

CONTACT

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PROFILE SUMMARY

3D rigger specializing in character rigging and workflow development in Blender. Experienced in handling rigging for small team projects and building custom tools to support production. Technically focused, with working knowledge of modeling, texturing, and animation pipelines.

SKILLS

Technical Rigging
Blender (Advanced Rigging)
Python (Blender API)
Custom Tool / Addon Development
Workflow Automation

General 3D Production
Character Sculpting, Modeling
Surface Texturing (Substance Painter)
Fundamental Character Animation

EXPERIENCE

Flamour Studio | 2026 – Present
3D Rigger, Technical Artist

- Served as the sole rigging artist, developing all character rigs for the team.
- Designed and implemented custom tools to enhance individual and team workflow efficiency
- Collaborated with animators to refine control usability and performance.

CB Project | 2026 – Present (Academic Project)
3D Rigger, Technical Artist

- Developed custom rigging tools to streamline setup workflows.
- Developed a custom Blender addon to streamline team workflows.
- Researched and implemented workflows tools to improve pipeline efficiency.

Syndrome Team | 2025 (Academic Project)
3D Rigger, Character Modeler & Animator

- Modeled and textured production-ready character.
- Built functional character rigs for animation.
- Animated sequences and character motions.

EDUCATION

College of Arts, Media and Technology, ChiangMai | 2024 – Present
Bachelor of Art in Animation and Visual Effects

Suankularb wittayalai School, Bangkok | 2018 – 2024