MAI MICHAEL

Technical Artist / Game Developer

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EXPERIENCE

Senior Technical Artist

Revolution Industry

- 09/2020 Present

 ◆ Bangkok, Thailand
- · Project: Airship: Kingdoms Adrift (Unity)
- · Worked on look development, shader creation, and visual effects. Utilized Houdini for procedural landscapes and designed asset workflows
- · Developed scripts for 3D artists, set up modding workflows, and optimized graphics

Game Developer / Technical Artist

Motion X Studio

- · Project: XALT: Last Stand, Dash Dash World (UE4) Created materials, developed shaders, and implemented visual
- · Key in resolving rendering issues, and significantly contributed to game optimization efforts Verified and optimized assets, developed automation tools.
- educating the creative team

Technical Designer

Cloud Colour Games

- Project: Game Making Starter Kit (Educational course)
- · Designed and developed a Unity-based game development course for newcomers
- · Provided instruction and assistance to students throughout their learning journey

Technical Artist Playlab

- · Project: Lost Cubes, Juice Cubes, Jungle Cubes (Unity)
- Integrated 2D artworks, optimized game performance, developed and maintained a Level Editor Tool · Key contact for feature design, asset specifications, and script
- creation for artists

REFERENCE

Available upon request

ABOUT

Name: Thanaphat Tassanavijitwong Gender: Male

DoB: 15 Jan 1985 (39) Nationality: Thai

Personality: ISFJ Expertise:

Shader, Rendering, Procedural, Tools, Optimization

LANGUAGES

Enalish Advanced Thai

SKILLS

Unity Unreal Git C# C++ VEX Houdini Blender Maya

hotosho

llustrator

Substance **FDUCATION**

2009 - 2011

Advance Diploma in Game and Interactive Media Design Acedemy of Information Technology Sydney, Australia

Bachelor's Dearee in

Environmental Engineering Chulalongkorn University