



NITIT PREMJAICHEUN

3D Character Artist

CONTACT

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AWARDS

Best of Term (Creature Design)
Gnomon - Fall Term 2022

Best of Term (Hard Surface Modeling Character)
Gnomon - Spring Term 2022

Mascot Costume Design Contest 2012 (1st place)
Raffles International College, 2012

SOFTWARE

Maya, Zbrush, Substance Painter, Marvelous Designer, Unreal Engine, Yeti, Xgen, Mari, Adobe Creative Suite, Nuke, V-Ray, Redshift and Arnold

LANGUAGES

Thai (Native)
English (Conversational)

SKILLS

Modeling & Sculpting

Capable of creating high-quality, realistic and stylized 3D characters for films and games.

Proficient in sculpting high-quality characters, creatures, and assets that convey likeness and storytelling.

Optimize clean topologies and efficient UVs for production and performance standards that are ready for use by other departments such as rigging, animation, and simulations.

Texturing & Shading

Proficient in creating realistic and high-quality textures with a focus on storytelling and emotional details for cinematic and real-time workflows.

Strong Understanding of pre/pbr rendering, materials for film and game workflows.

Grooming

Skilled in creating realistic and stylized hair and fur using XGen and Yeti.

PROFESSIONAL EXPERIENCE

3D Modeler

The Monk Studio - Bangkok, Thailand

2018-2019

Created compelling characters for feature animations as well as short films.

Prepared and customized UVs and topologies for the pipeline.

Modeled 3D characters while enhancing the original character design.

Credit on Ninjala Episode 0: Ninja-Gum is Born.

EDUCATION

Certificate in Digital Production/Modeling and Texturing (Graduated)

Gnomon School of Visual Effects, Games and Animation - Los Angeles, CA

2023

Bachelor of Arts/Computer Graphic, Major (Graduated)

Burapha University - Bangkok, Thailand

GPA: 3.74

2016