



# SASAWAT INTAKUL

## CONTACT

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### EMAIL

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### SOCIAL

Instagram @ saintakul

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### DEMO REEL

<https://youtu.be/a2Hk4jwvUOs>

## ◆ SUMMARY OF SKILL

I am a skilled 3D Character Artist / Computer Graphics Generalist with expertise in creating high-quality, lifelike models for both cinematic and real-time applications. I have strong proficiency in developing realistic textures and specialize in hair and fur creation using Houdini's grooming tools. Additionally, I have experience optimizing assets for real-time performance while maintaining visual fidelity and performance efficiency.

## ◆ EXPERIENCE

Igloo studio - Bangkok, Thailand

3D Modeler, 2018

Bounty Brawl

Modeling for 3D printing

Freelance Character Artist

3D Modeler, December 2019 - March 2022

Dragon's Dogma 2

Modeling for 3D printing

Ingenuity Studios - Vancouver - B.C., Canada

Character Artist, June 2022 - Present

Untamed - Season 1

The Watchers

The Nun 2

Horizon: An American Saga - Chapter 1

The Santa Clauses - Season 1

La Brea - Season 2

One Piece - Season 1

## ◆ Education

Gnomon School Of Visual Effects - Los Angeles

Certificate In Digital Production

2019-2021

Silpakorn University International College - Bangkok

Birmingham City University - Birmingham

Bachelor Of Fine Arts

2014-2018

## ◆ AWARDS AND RECOGNITION

Best Of Term - Gnomon

2020 Winter - 2021 Winter

Hard Surface Modeling Character

Character Design

Character Realism

Creature Grooming

Games Character

Magazine Cover - 3D World, Issue June 2021

Blog Interview - 80Lv, April 2020

The Becky Award - Birmingham City University

## ◆ SOFTWARE

Maya

Zbrush

Houdini

Marvelous Designer

Nuke

Adobe Photoshop

Adobe After Effects

Adobe Substance 3D Painter

Unreal Engine