PRAEWA EKPHECH
3D ENVIRONMENT ARTIST

Aspiring 3D Environment Artist passionate about immersive world-building for games. Skilled in modeling, texturing, and lighting for real-time environments. Eager to contribute to dynamic teams and continue learning in a collaborative studio setting to advance my career path and become a dedicated learner, eagerly hoping for any advice.

CONTACT

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- artstation.com/peashina

EDUCATION

King Mongkut's University of Technology Thonburi
Digital Design - Animation & VFX
Bachelor of Multidisciplinary Sciences (B.Sc.)
2021 - 2025

SKILLS

- Environment Creation
- Modeling
- Lighting / Rendering
- PBR Texturing
- Concept & Design
- Unreal Engine

Language

Thai (Native)

English

Scan or Click for Portfolio

WORK EXPERIENCE

'Collapsed' - 3D Environment for Game (Thesis)

May 2024 - May 2025

(Responsible for all parts of the project)

- Modeling assets for game
- Created realistic textures using Substance Painter
- Rendering in Unreal Engine 5

'3D Artist Intern - at NAMSON Digital

June 2024 - July 2024

- Created 3D asset for game with strict polycount by using Maya, Zbrush, Marmoset Toolbag, and Substance painter.

Teaching Assistant in 3D Modeling - DDCT KMUTT

Aug 2024 - Dec 2024

- Supported the instructor by assisting students with software tools, techniques, and providing feedback on their work.

'Project Protocol' - 3D Environment for Game

Aug 2023 - Dec 2023

(Responsible for all parts of the project)

- Developed concept art into 3D models
- Created textures using Substance Painter
- Rendered scenes in Unreal Engine 5

'Asuji the Legend of You' - Global Game Jam 2023

Best Narrative Award - Feb 2023

Environment Artist, Asset creation

- Designed stylized environment and assets for a side scrolling game based on designer briefs

SOFTWARE

- MAYA
- Zbrush
- Blender
- Substance Painter
- Unreal Engine
- Marmoset Toolbag
- Premiere Pro
- Procreate
- Photoshop