

# WORACHET BOON SAKPRAYOONPONG

Character Artist & Generalist

## Mission Statement

Game art isn't easy, but it'll always be worth it. To see a character take its first step. To really nail what needed to be said by just body forms and clothes. Bringing characters to life will always have an inherent magic to me. And having dental would be quite nice too.

## Skill Sets

- High-poly to low-poly process, retopology and baking
- Tri-count optimization
- UVing and smart material application/painting
- Character design
- Team communication, collaboration, and initiative

## Education

George Mason University  
BFA Graphic Design Concentration  
Graduated 2016

## Work Experience

Harris Teeters  
November 2016 - January 2017  
Fresh Foods Clerk

Upwork Freelancing  
October 2016 - Ongoing  
Concept Artist and 3D Modeler

Madorium Interactive  
January 2017 - Ongoing  
3D Artist and Web Developer

## Software Knowledge

3DS Max    Photoshop  
Zbrush     Illustrator  
Quixel  
Blender  
Maya  
Mudbox