

# Tanapat Saweitviharee

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## Objective

To obtain a position in the game industry as a character artist, to create challenging and beautiful artworks, and to learn and grow as an artist.

## Education

**2008 - 2012 – Rangsit International College – Bangkok, Thailand.**

Bachelor of Science in Information and Communication Technology. Graduate with honor.

## Experience

**2014 - present – Freelance as a 3D Artist/Character artist.**

**2009 - present – Various modding and indie projects.**

Created character, creature, and 3D game assets for various indie projects; *Hostile Worlds, Baldur's Gate Redux, & War Of Rights.*

## Skills

- High poly modeling and sculpting, low poly modeling, uv mapping, normal mapping and various bakes, and texturing; including PBR workflow.  
Rigging and skinning
- Solid knowledge of Zbrush, 3dsMax, and Adobe Photoshop and Quixel
- General knowledge of Blender, Maya, 3D Coat, Topogun, xNormal, Crazy Bump, UVLayout, and Mudbox
- Experiences working with UDK, Unity, & Cryengine 3 game engine, and Bethesda's GECK & Creation Kit