

Portfolio

Yosapat Panutyotin [MIX]



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Yosapat Panutyotin

RESUME

EDUCATION

High-School

Rayongwittayakom School
Science-Computer Program
GPAX : 3.55

University

School of Architecture and Design
Media Technology - Game Development
King Mongkut's University of Technology
Thonburi
GPAX : 3.62

ABOUT ME

Date of Birth : 17 March 2001
Gender : Male
Nationality : Thai
Interests : Video Games / 2D / 3D
Hobbies : Gaming / Reading Books



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INTRODUCE

Hello, my name is Yosapat Panutyotin and my nickname is Mix. I'm currently studying for a Bachelor's degree in Architecture and Design, Media Technology, majoring in Game Development. I'm interested in a variety of 3D such as modeling, texturing, rigging, and animation.

SKILLS



Blender



Unity



Procreate



Substance
Painter

EXPERIENCES

Clinging in the Dark

A story game that was developed by using Unity Engine. Responsible for the main story, storyboard, and any 3D elements in the game.

iCare Project

An interactive website that was developed by using Unity engine. Purpose in remote communication between doctor and patient. Responsible for character model and blend shapes.

SCG structure industry website

An interactive website that was developed by using Unity as the main engine. Purpose in informing a structure and process of an industry. Let the visitor explore the SCG industry freely. Responsible for UV unwrapping and Texturing.

MORE OF MY WORKS

<https://colonelbishop00.wixsite.com/my-site>

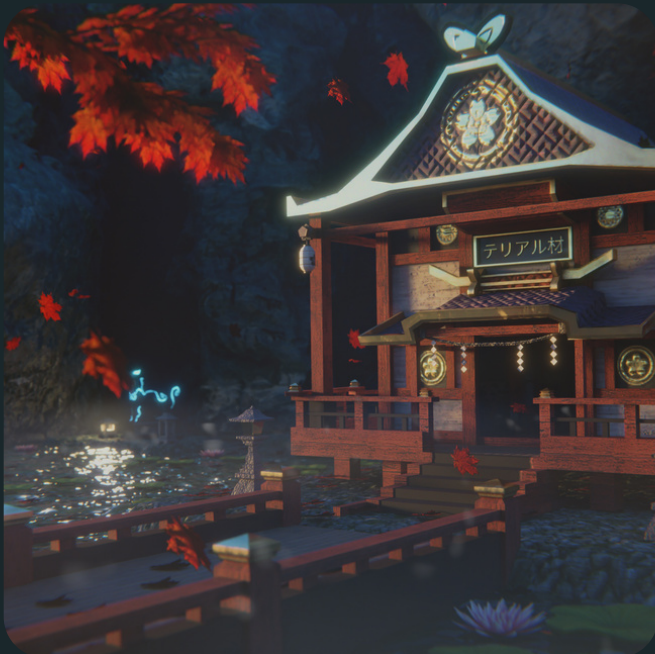


3D Works



Most of my works are created by Blender software as the main program. Some works are combined with many such as Substance Painter or websites and other add-ons.

<https://colonelbishop00.wixsite.com/my-site>



3D Works

<https://colonelbishop00.wixsite.com/my-site>



2D Works



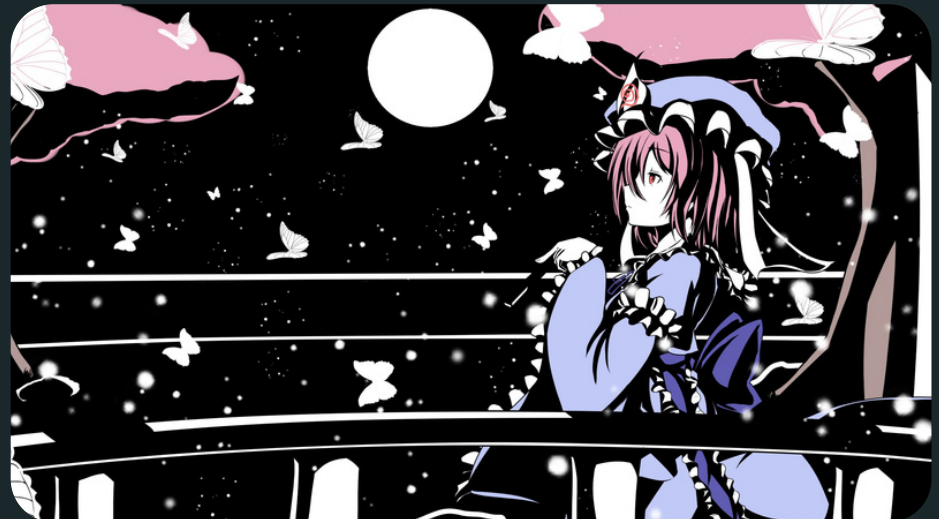
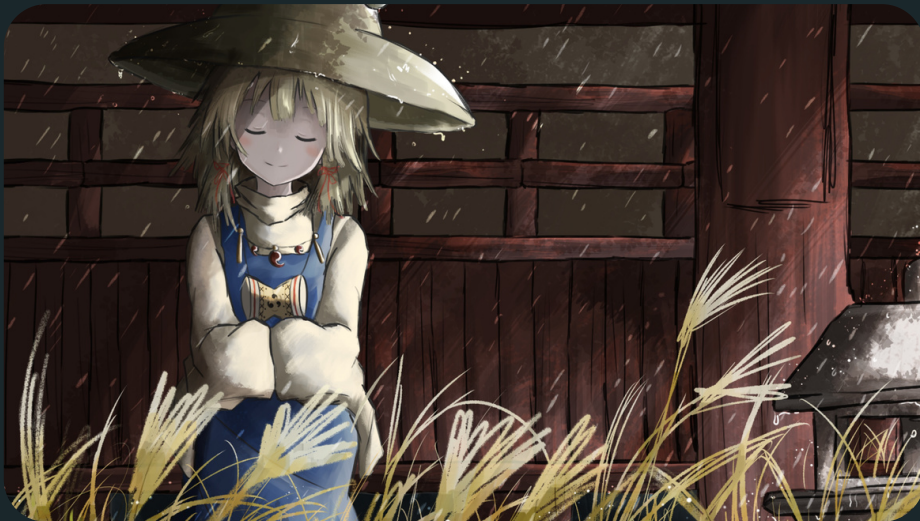
Most of my works are created by Procreate. Some works are from Paint Tool SAI and Krita. I like to draw since I was young but I like it as a hobby more than a job.

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2D Works

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Project : iCare

An interactive website for remote communication between doctors and patients. Using Unity engine as the main engine to develop. I responsible for 3D objects such as rooms and character.



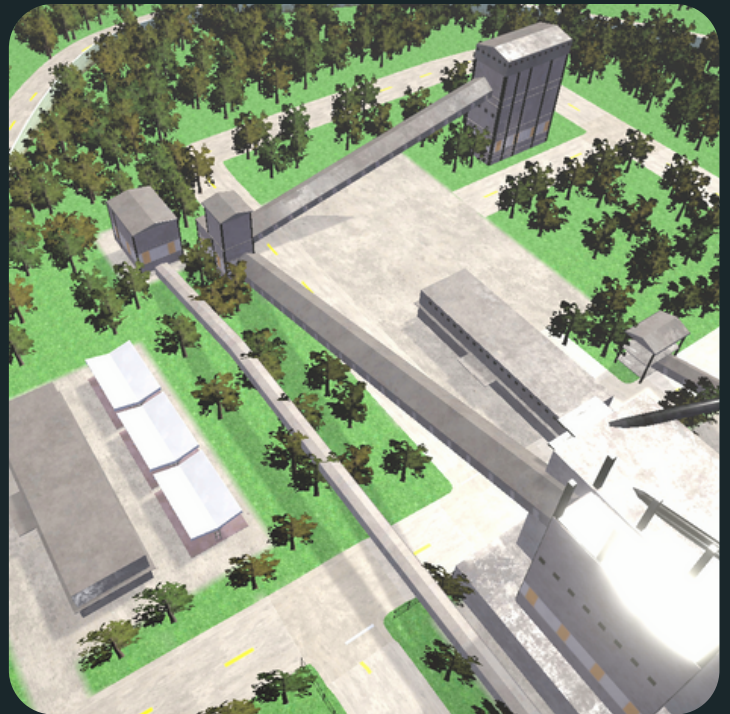
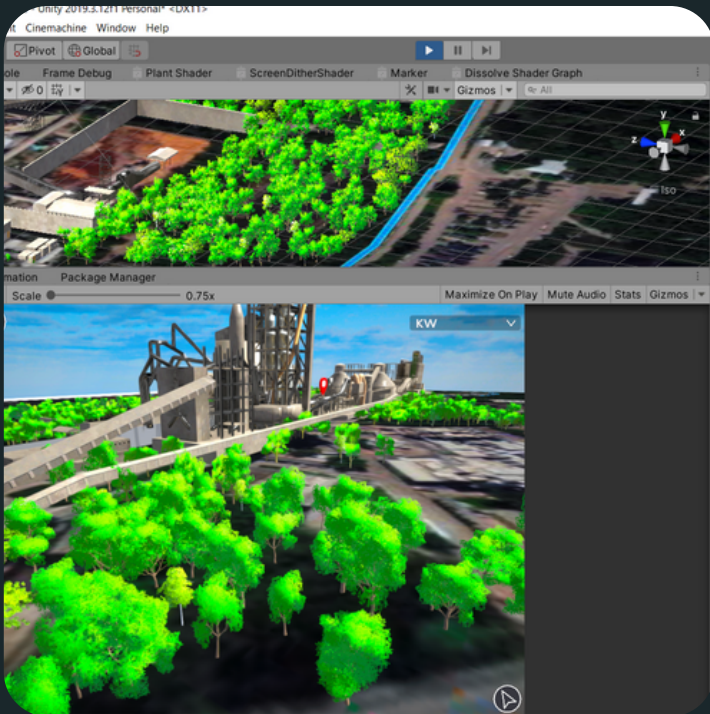
More of my Projects :

<https://colonelbishop00.wixsite.com/my-site>



Project : SCG Interactive Website

An interactive website that was developed by using Unity as the main engine. This website's purpose is to inform a structure and process of an industry. Let the visitor explore the SCG industry freely. I was responsible for UV unwrapping and texturing.



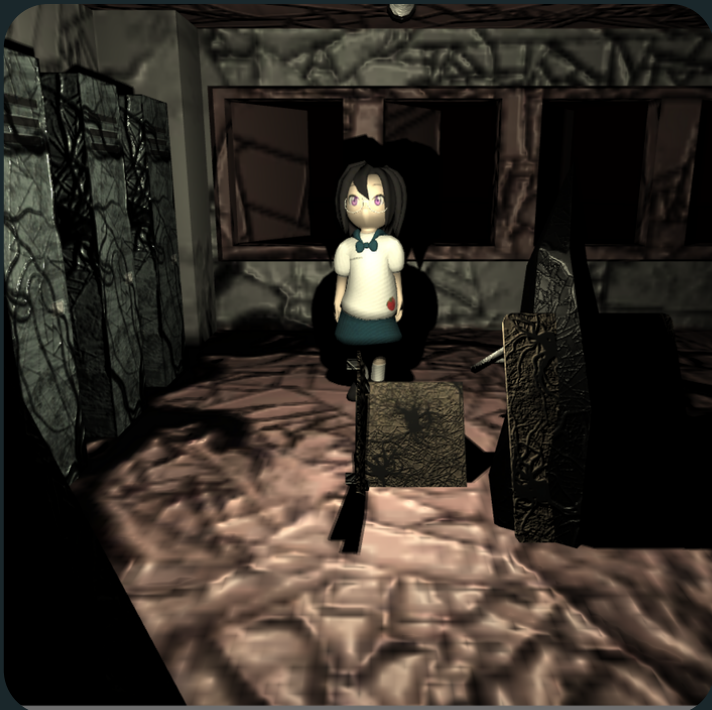
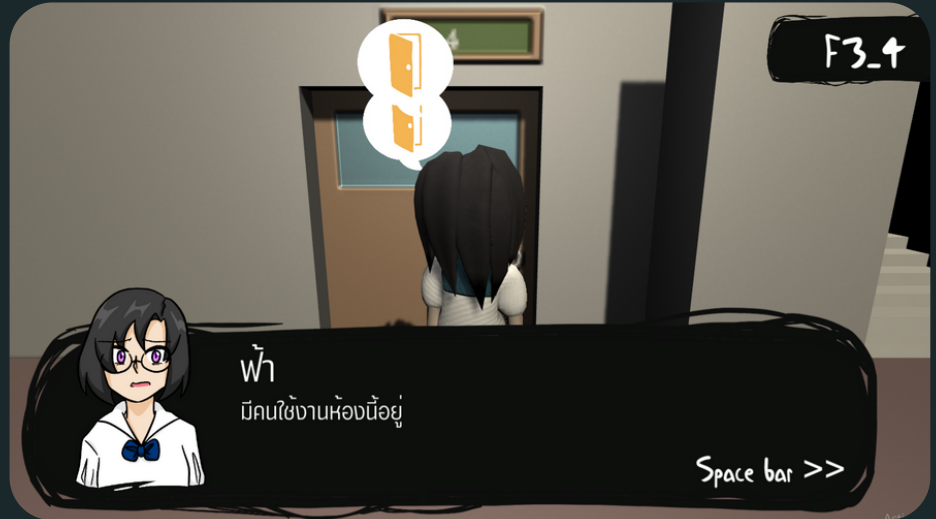
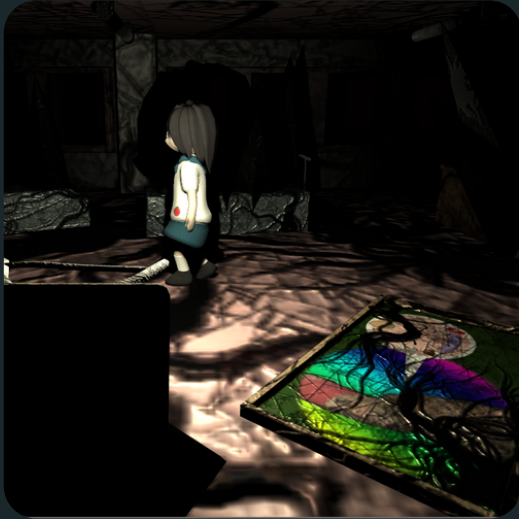
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Project : Clinging in the Dark

A third-person single-player game that was developed by using Unity engine. The story is about a teenage girl that has not only quite bad relations with her family but also with her friends due to her looks that make her classmate want to bully her. And her special dairy book.



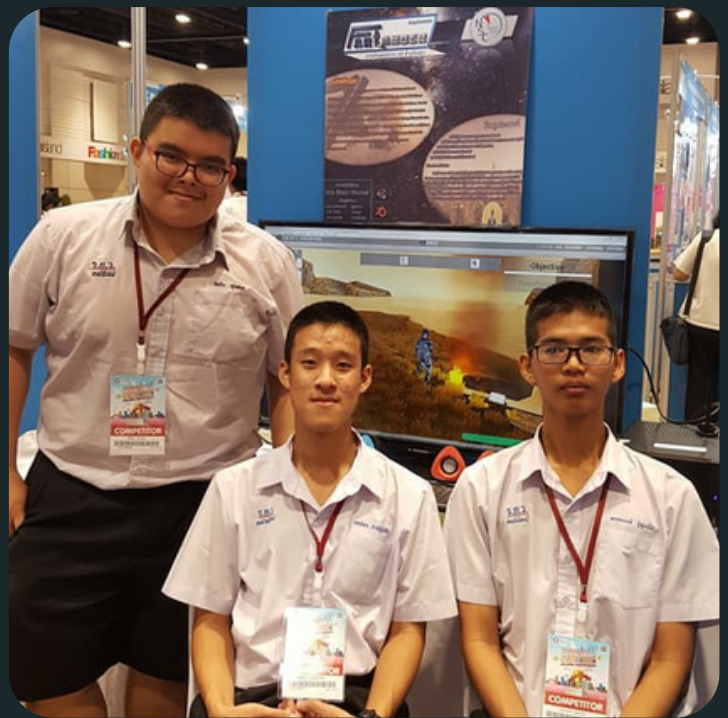
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3rd reward of NSC competition 2018

A third-person single-player game that was developed by using Unity engine. The story is about an astronaut who can survive the catastrophic explosion of their space station. He escapes by a space pod and lands on the below planet which they are not fully discovered yet. He needs to find resources to survive and progress his ways to send a sign to whoever can help him.



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Head of project "Pre-Programming"

We have a project that is called "Pre-Programming" every year. It's a project that aims at teaching juniors about coding fundamentals including the logic and how to solve a problem using coding. I was the head of this project. I had to communicate with my senior to get many advice and opinions, make decisions and plan everything behind the scene. Such as classrooms, tutors, the books and other documents.



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