

TANTA VORAWATANAKUL

Visual Development Artist · Concept Artist · Art Director
(O-1 Motion Pictures & Television)

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FIELD OF ENDEAVOR

Motion Pictures, Animation, and Interactive Entertainment
(Visual Development, Concept Art, Art Direction)

PROFESSIONAL SUMMARY

Ms. Tanta Vorawatanakul is a Visual Development Artist, Concept Artist, and Art Director who has performed in leading and critical roles for internationally distributed motion picture, animation, and interactive media productions. She has been engaged by distinguished studios and globally recognized companies, including Netflix Animation, Iron Galaxy Studios, Epic Games Publishing, Apple Arcade, Nintendo, Salesforce Inc., and HumaNature Studios.

Her work has been commercially released on major global platforms, including Netflix, Apple Arcade, Nintendo Switch, Steam, Epic Games Store, PlayStation, and Xbox, reaching international audiences. Ms. Vorawatanakul is regularly entrusted with vision-holder responsibilities, including establishing visual identity, directing art teams, and defining the creative direction of high-profile productions—demonstrating sustained acclaim and extraordinary ability in her field.

LEADING & CRITICAL ROLES IN MOTION PICTURES, ANIMATION & MEDIA

HumaNature Studios

Art Director / Lead Concept Artist (Leading & Critical Role)
October 2019 – October 2025

- Served as vision holder and principal creative authority for multiple original IPs, including the internationally released games *Dancing with Ghosts* and *Kimono Cats*, and the board game *Outta Our Shells*.
- Established the overall visual identity, artistic standards, and creative direction for each production.

- Created high-level concept art, proof-of-concept visuals, and comprehensive art bibles, pipelines, and style guides used across production teams.
- Directed and reviewed work by other artists to ensure aesthetic consistency and production quality, a responsibility reserved for senior creatives.
- Designed UI art and HUD elements integral to user experience and gameplay presentation.

Iron Galaxy Studios

Visual Development Artist / Concept Artist (Critical Role)

July 2019 – March 2022

- Core concept artist on Rumbleverse, a commercially released, internationally distributed game.
- Created key character, environment, prop, and asset designs used directly in production.
- Played a central creative role in shaping visual clarity and appeal across multiple prototypes and live builds.
- Led visual development for props and assets, collaborating closely with senior artists and production leadership.

Netflix Animation

Visual Development Artist (Critical Role)

December 2019 – January 2020

- Selected to define and visualize the early visual direction of the animated feature Kat and Juju, based on a well-known children's book.
- Worked directly with senior Art Directors to establish tone, style, and narrative visuals during initial development—a critical phase of production.

Salesforce Inc.

Concept Artist — Motion Picture / Promotional Film (Critical Role)

October 2022

- Created concept art for Salesforce's flagship promotional film for Dreamforce 2022, a globally recognized technology conference.
- Established the look and feel for the announcement film, ensuring visual fidelity and brand consistency.
- Collaborated directly with the Director of Motion Design and Storyboard Artists in a high-stakes, fast-turnaround production environment.

10 Millimeters Publishing House

Art Director (Leading Role)
August 2022 – November 2022

- Appointed vision holder for the expansion of the NFT art collection B-Side Downtown.
- Designed and implemented a full art direction and production pipeline, including aesthetic frameworks, asset forecasting, and art bibles.
- Provided ongoing artistic direction and formal feedback to contributing artists.

Knock Knock Game Inc.

Lead Concept Artist (Leading Role)
November 2018 – February 2021

- Led visual development for StickerPets Raid, released on Facebook, Google Play, and WeChat.
- Defined early character and apparel direction for Vy Worlds, a Web3 gaming platform.
- Served in a senior creative capacity across multiple concurrent productions.

Sound Garden Record

Art Director / Video Editor (Critical Role)
September 2019

- Directed visual style for the music video Sturgeon Moon by Losann.

Sol Naciente

Lead Concept Artist — Animated Graphic Novel (Leading Role)
July 2018 – May 2019

- Led visual development and creative direction for the animated graphic novel Sol Nanciente.

MCOT (Thailand)

Motion Graphic Artist / Video Editor (Critical Role)
September 2014 – May 2017

- Led visual style for broadcast motion-graphic programs Mr. Chat-Jen and Little Cook.
- Programs were distributed through MCOT's official television and digital platforms.

TEACHING, GUEST ARTIST & DEMONSTRATIONS

Warrior Art Camp — Illustration Journey Workshop
Instructor & Demonstrator (Invited)
March 2025

Warrior Art Camp — Illustration Journey Workshop
Instructor & Demonstrator (Re-invited)
July 2025

Wannarit Studio, Thailand
Guest Artist (Invited) — Live Figure Drawing Demonstration
January 2025

- Selected to present a live figure-drawing performance before a professional audience of artists, recognizing artistic excellence and professional standing.

PRESS, INTERVIEWS & MEDIA COVERAGE

VoyageLA — Interview Article (2022)

Straight Ahead Podcast — Featured Interview Episode (2022)

A Day Magazine — Interview Article (2021)

Shoutout LA — Interview Article (2021)

Dek-D.com — Interview Article (2020)

Graphite Magazine — Gallery Feature (2017)

Abduzeedo — Gallery Feature (2017)

BK Magazine — Gallery Feature (2014)

View Plus Magazine — Gallery Feature (2013)

AWARDS & DISTINCTIONS

Finalist, 103rd NIKA Art Exhibition — Tokyo, Japan (2018)

Unique Guidebook Award, Japan Tourist Award — Bangkok, Thailand (2016)

Finalist, Poster Design Contest — Japan Expo, Bangkok (2014)

SELECTED EXHIBITIONS

Good Times With Food — Chunky Things, Los Angeles, CA (2024)

Hometown Eats — Spinning Bones, Alameda, CA (2019)

No Plein No Gain — Gallery Nucleus, Los Angeles, CA (2019)

After Hour Gallery Exhibition — Yakiniq Café, San Francisco, CA (2019)

Additional group exhibitions in the United States and Thailand (2015–2018)

EDUCATION

Academy of Art University, San Francisco, CA
Master of Fine Arts (MFA), Visual Development
2017 – 2019

Stamford International University, Thailand
Bachelor of Science and Technology, Computer Animation
2011 – 2014 (First Class Honors)