



TANTA VORAWATANAKUL

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Ms. Tanta Vorawatanakul is an extraordinarily Senior Concept/ Visual Development Artist in the field of game and animation industries. She is skilled in the traditional art mediums of painting and illustrating, but she is also talented in modern techniques such as graphic design, motion graphics, concept art, and visual development. Her expertise and versatility allow her to approach a variety of exciting projects for distinguished companies and her outstanding talent and skill are in high demand.

EXPERIENCE

OCTOBER 2019 – PRESENT

ART DIRECTOR, HUMANATURE STUDIOS

- Vision holder for an in-development game, “**Thai River**”.
- Vision holder for Apple Arcade exclusively released game, “**Kimono Cats**”.
- Established the look and feel, ensured fidelity & consistency for this IP.
- Created concept art, 2D game assets, proof of concept, pipeline, art pillar and style guides.
- Design and create User Interface (UI) Art, HUD elements.
- Developing concept art for characters, backgrounds and interfaces for game.
- Lead the art style for successfully funded Kickstarter board game, “**Outta Our Shells**”.
- Established the look and feel, ensured fidelity & consistency for this IP.

AUGUST 2022 – PRESENT

ART DIRECTOR, 10 MILLIMETERS PUBLISHING HOUSE

- Vision holder for an extension project for NFT Art collection project, “**B-SIDE DOWNTOWN**”.
- Created an art direction pipeline with extensive aesthetic, production, including art bibles and asset forecasting.
- Gave feedback to artists on regular cadence while giving direction to the team. Kept daily check-ins with team members to ensure remaining work and problem solving was on track with delivery timelines.

OCTOBER 2022

VISUAL DEVELOPMENT/CONCEPT ARTIST, SALESFORCE

- Created concept art for key promo/announcement film for 2022’s **Dreamforce**
- Established the look and feel, ensured fidelity & consistency for this key announcement film
- Working closely with director of Motion Design and Storyboard Artist to visualize the direction of the film in a high-productivity environment.

JULY 2019 – MARCH 2022

VISUAL DEVELOPMENT/CONCEPT ARTIST, IRON GALAXY STUDIOS LLC

- Concept artist on Epic Game's released "Rumbleverse". Mainly created character clothing, environment and prop and asset design.
- Worked as a main concept artist to add appeal and clarity to numerous prototypes in consistency of the appropriate style. Successfully produce concurrent and competing projects in a fast-paced environment.
- Lead the art style for props and assets, working closely with other artists to rapidly explore ideas and solve visual problems.

DECEMBER 2019 – JANUARY 2020

VISUAL DEVELOPMENT ARTIST, NETFLIX ANIMATION

- Defined and visualized early direction of the animation film called "Kat and Juju" based on famous children book "Kat y Juju".
- Working closely with project Art Directors to visualize the direction of the film in a high-productivity environment.

NOVEMBER 2018 – FEBRUARY 2021

LEAD CONCEPT ARTIST, KNOCK KNOCK GAME INC

- Lead the art style for a game called "StickerPets Raid" which released on multiple platforms such as Facebook, Google Play and WeChat.
- Worked as a lead concept artist to add appeal and clarity to numerous prototypes in consistency of the appropriate style. Successfully produce concurrent and competing projects in a fast-paced environment.
- Defined and visualized early direction of characters and apparels for Web3 gaming platform called "Vy Worlds"

SEPTEMBER 2019

ART DIRECTOR/ VIDEO EDITOR, SOUND GARDEN RECORD

- Lead the art style for a music video for a audio track called "Sturgeon Moon by Losann".

JULY 2018 – MAY 2019

LEAD CONCEPT/ VISUAL DEVELOPMENT ARTIST, REY MENDOZA LANDA'S PROJECT

- Lead the art style for an animated graphic novel called "Sol Naciente".
- Worked as a lead artist to add appeal and clarity to numerous prototypes in consistency of the appropriate style.

SEPTEMBER 2014 – MAY 2017

MOTION GRAPHIC ARTIST/ VIDEO EDITOR, MCOT

- Lead the art style for a motion graphic news program "Mr. Chat-Jen" which was published on MCOT's official Youtube and social media pages.
- Kept daily check-ins with team members to ensure remaining work and problem solving was on track with delivery timelines.

CONCEPT ARTIST INTERN, RIFF ANIMARION STUDIO (FEBRUARY 2014 – MAY 2014)

- Kept daily check-ins with team members to ensure remaining work and problem solving was on track with delivery timelines.

CONCEPT ARTIST INTERN, STUDIO HIVE (MAY 2013 - JULY 2013)

- Kept daily check-ins with team members to ensure remaining work and problem solving was on track with delivery timelines. Visualized concepts and designs for card games.

STORYBOARD ARTIST INTERN, SHELLHUT ENTERTAINMENT (SEPTEMBER 2012-OCTOBER 2012)

- Created storyboard, thumbnail panels for tv animation series “Shelldon”

STORYBOARD ARTIST INTERN, ZURREAL STUDIO (MAY 2012-JUNE 2012)

- Created storyboard, thumbnail panels for animation project.

EDUCATION

JUNE 2017 – MAY 2019

MASTER’S DEGREE IN VISUAL DEVELOPMENT

ACADEMY OF ART UNIVERSITY

- 1st Place for Prop Design for Animation in Spring Show 2019
- 2nd Place for Environment Design for Animation in Spring Show 2018
- Summer Portfolio Grant Scholarship 2017

JULY 2011 – DECEMBER 2014

BACHELOR OF SCIENCE & TECHNOLOGY IN COMPUTER ANIMATION

STAMFORD INTERNATIONAL UNIVERSITY

- First class honor graduated

PUBLISHED WORK

2019

A LOOK INSIDE SAN FRANCISCO’S FERRY BUILDING- CULTURE TRIP

Created a series of illustrations featuring Ferry Building Guiding article.

2017

FAR FROM NEAR- FULLSTOP BOOK PUBLISHING

Created a series of illustrations along with other well-known Thai illustrators.

2015

LET’S SKETCH GO - LOSTER BOOK PUBLISHING

- Project got sponsored and supported by Airbnb Thailand and Air Asia X Airline.
- Created a series of illustrations along with other illustrators.
- Unique Guidebook Award 2016 winning.

ARTICLE & PRESS

2022

VOYAGELA – INTERVIEW ARTICLE

Featured in an interview article.

2022

STRAIGHT AHEAD PODCAST – INTERVIEW ARTICLE

Featured in an episode of the podcast.

2021

A DAY MAGAZINE – INTERVIEW ARTICLE

Featured in a Thai physical copy of “a day magazine” volume 22 issue 249, September 2021.

2021

SHOUTOUT LA – INTERVIEW ARTICLE

Featured in an interview article.

2020

DEK-D.COM – INTERVIEW ARTICLE

Featured in a Thai youth-oriented website.

2017

GRAPHITE MAGAZINE – GALLERY FEATURED

Featured in a physical copy of Graphite Magazine issue 04, gallery section.

2017

ABDUZEEDO – GALLERY FEATURED

Featured in a website gallery.

2014

BK MAGAZINE – GALLERY FEATURED

Featured in a physical copy of BK Magazine issue October 2014, gallery section.

2013

VIEW PLUS MAGAZINE – GALLERY FEATURED

Featured in a website gallery.

AWARD

2018

103RD NIKA ART EXHIBITION, TOKYO JAPAN– FINALIST IN ILLUSTRATION

2016

JAPAN TOURIST AWARD, BANGKOK THAILAND– UNIQUE GUIDEBOOK AWARD

2014

JAPAN EXPO 2014, BANGKOK THAILAND – FINALIST IN POSTER DESIGN CONTEST

2013

THAI STUDENTS' ASSOCIATION IN JAPAN, BANGKOK THAILAND – 1ST PLACE LOGO CONTEST

EXHIBITION

NOVEMBER 2019

HOMETOWN EATS EXHIBITION – SPINNING BONES, ALAMEDA CA

Features 11 Bay area local artists. Explores the various relationships between people and their hometown.

NOVEMBER 2019

NO PLEIN NO GAIN: WARRIOR PAINTERS GROUP EXHIBITION – GALLERY NUCLEUS, LOS ANGELES CA

Selected from an enthusiast plein-air community of over 1,700 members based in LA to exhibit in the group art exhibition.

FEBRUARY 2019

AFTER HOUR GALLERY EXHIBITION – YAKINIQ CAFÉ, SAN FRANCISCO CA

Co-curated and exhibited a series of artworks featuring other artists in community.

SEPTEMBER 2018

SAN FRANCISCO TAIKO DOJO FUNDRAISING TAIKO – SKETCHPAD GALLERY, SAN FRANCISCO CA

A fundraising show comprising over 40 artworks to raise money for San Francisco Taiko Dojo's 50th international Taiko festival Anniversary.

JUNE 2018

FROM BAY TO U EXHIBITION – SKETCHPAD GALLERY, SAN FRANCISCO CA

Exhibited a series of artworks featuring other artists in community.

APRIL 2018

GOOD DEATH ART EXHIBITION – SKETCHPAD GALLERY, SAN FRANCISCO CA

Exhibited a series of artworks featuring other artists in community.

FEBRUARY 2018

**FIRST STEP: BREAK SILENCE/// A POP-UP ART GALLERY EXHIBITION –
SKETCHPAD GALLERY, SAN FRANCISCO CA**

Exhibited a series of artworks featuring other artists in community to promote consent awareness in the community.

MARCH 2015

**WE ARE YOUNGSTER; THEREFORE, WE SUFFERED –
QUEEN SIRIKIT NATIONAL CONVENTION CENTRE, BANGKOK THAILAND**

Exhibited a series of artworks featuring other artists in community at 43th National Book Fair and 13th Bangkok International Book Fair 2015.