

AUGUST THAIBOONRUANG

3D GAME AND CINEMATICS ANIMATOR

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PROFESSIONAL EXPERIENCE

3D Animator | Quantum Peaks (DIDTC)

Jun 2023 – Jun 2025

- Produced gameplay and cinematic combat animation for Blast Blade, taking motion from blocking through final and implemented into Unreal Engine 5.
- Created character animation for “Mythophobia,” a survival-horror title, balancing horror-genre pacing with responsive gameplay feel.
- Partnered directly with designers and engineers to iterate combat readability and game feel against tight production milestones.

Animation Teaching Assistant | KMUTT University, Thailand

Jan 2024 – Jun 2025

- Delivered hands-on instruction to 20 students per class across introductory and advanced 3D animation courses, translating animation principles into practical technique.
- Ran rigging labs covering both basic and advanced character setups, mentoring students through common technical pitfalls in real time.

3D Generalist | Unconfined

Jun 2022 – May 2023

- Led the 3D graphics department end-to-end, including modeling, rigging, animation, and lighting — across multiple animated shorts and commercial deliverables.
- Established Blender-based pipeline standards that kept output quality and turnaround consistent.

ACADEMIC PROJECTS

Art Lead / 3D Animator / Technical Artist | ShadowBringer (UE4)

2020 – 2021

- Directed enemy character animation, aligning motion design with core combat mechanics in Unreal Engine 4.
- Built custom rigs for first-person hands and humanoid characters to support both gameplay and cinematic use cases.
- Set and maintained the game's overall art direction, keeping character, environment, and effects work visually unified across the team.

EDUCATION

MA 3D Computer Animation

Sep 2025 – Sep 2026

Bournemouth University

Bachelor of Fine Arts in Digital Art and Animation

Aug 2020 – May 2022

DigiPen Institute of Technology

Innovative Digital Design, Visual Effects and Animation

Aug 2018 – May 2022

Thammasat University

SKILLS

Core: 3D & 2D Animation, Motion Capture, Storyboarding, Visual Development, Modelling, Texturing, Rigging, Lighting

Software: Autodesk Maya, Unreal Engine, Substance Painter, ZBrush, Blender, Houdini, DaVinci Resolve, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effects, Marmoset Toolbag

Languages: Thai (Native), English (Professional Working Proficiency)