MONTIRA POONVASIN

USER EXPERIENCE DESIGNER

CONTACT

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SKILLS

Front-End Development
Figma • Adobe XD

Visual Design and Video Editing
Adobe Photoshop • Adobe Illustrator • Adobe After Effects • Adobe Premiere Pro • Autodesk Maya • Canva • Procreate • Substance 3D Painter • Sony Vegas Pro

Game Development and Programming
Unity Engine • Mixcraft Studios • C Sharp

General
Microsoft Office • Notion

EDUCATION

Bachelor of Arts in User Experience and Game Design

Digipen Institute of Technology

2020 - Current | GPA : 4.07 / 5.0
Dean's List (Game Design 2022)
Bachelor of Fine Arts in Digital Art and Animation (2020)

Diploma in Digital Game Art and Animation

Nanyang Polytechnic

2014-2017 | GPA : 3.18 / 4.0
Director's List (2017)

LANGUAGES

English
Chinese
Thai

WORK EXPERIENCES

Graphic Designer Intern

SHOUT - SG   2021
- Conceptualized and created both in house and external branding materials used for multi media marketing
- Managed multiple projects including the communication with clients to ensure it meets the client's needs

Visual Artist and Illustrator

Art of Awakening - SG   2018-2020

- Conceptualized and created both in house and external illustrations for various needs
- Graphic recording for events, meetings and panels for multiple clients locally and internationally
- Assisted with visual facilitation for goal settings, team bonding and tackling challenges
- Assisted in developing and executing comprehensive branding, logo design, and marketing strategies to enhance company visibility and engagement
- Managed daily administrative tasks including logistics coordination and client communications

Digital Artist Intern

goGame - A subsidiary of SEGA   2016-2017

- Created mockups and wireframes for various game projects
- Conceptualized art assets for current and upcoming game projects

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PROJECT EXPERIENCE

Game Designer

Wiscape by Team Horizons   Senior Project | 2023-2024

Conceptualized and Design
- Developed the core game idea, theme, and design aspects, including mechanics, systems, narrative, and gameplay loop for "Wiscape"
- Created and iterated on game design documents to outline vision and structure

Level Design
- Designed and developed game levels, creating mock-ups and scaling environments to ensure balanced gameplay and immersive experiences
- Implemented level layouts, flow, and interactions to enhance player engagement

UI and UX Design
- Designed user interfaces and user experiences, focusing on menu flow, HUD, and overall user interaction
- Ensured intuitive navigation and a seamless player experience through design choices

Scene Dressing and Lighting
- Crafted detailed and visually appealing game scenes, dressing environments and optimizing lighting for aesthetic appeal and mood
- Collaborated with artists and designers to achieve cohesive and immersive game worlds

Custom Engine and Development
- Developed "Wiscape" using a custom game engine, tailoring the engine to meet the specific needs of the game
- Utilized the custom engine to implement and optimize game features, ensuring high performance and a unique gaming experience