

YAYA VEERASILPA

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EXPERIENCE

OCTI

TECHNICAL ARTIST

01.2020 - PRESENT

- Programed customizable body effect shaders. Created various visual effect animations and 3D assets for the store.
- Optimized 3D scan and photogrametry assets performance. Resolved in-application graphic issues
- Standardized 3D assets modeling to rendering pipeline to achieve coherent look.

TECHNICOLOR

UNITY FX TD

10.2019 - 11.2019

- Created various realistic FX (fire, water, smoke, light, animal, etc) for a show using Unity Game engine.

SONY PICTURES ENTERTAINMENT

CONTENT INNOVATION ASSOCIATE (INTERACTION DESIGNER / ENGINEER)

05.2018 - 08.2018

- Designed and implemented 10 minute interactive storytelling projection mapping application based on a show.
- Programmed core game systems (3 levels mini games, gesture recognition, etc.) in JavaScript, HTML5, CSS3.
- Developed visual, created wireframe, prototyped, improved the user experience by iterating on feedback.

MUANJAI PRODUCTION HOUSE

2ND ASSISTANT DIRECTOR / 2ND DP

07.2013 - 01.2015

- Co-directed and produced eight commercials, in charged of timetable, ensuring that clients' goals were met.
- Coordinated between directors, executive producer, editors, actors, and various production teams.
- Designed and shot 2nd camera footages for L'Oréal commercial series and L'Oréal Workshop Videos.

INTERACTIVE PROJECTS

DAVIKA: AR & PC INTERACTIVE VISUALIZATION

INTERACTION DESIGNER / ENGINEER

05.2019 - 08.2019

- Worked with an architect to built an interactive architecture visualization for a property development using UE4.
- Implemented interactive features using AR Foundation, AR Kit in Unity3D.

MORANA: VR NARRATIVE GAME

DIRECTOR / LEAD TECHNICAL DESIGNER

08.2018 - 05.2019

- Led and produced a team of seventeen to develop interactive storytelling mechanics to evoke empathy in VR.
- Modeled, rigged 3D assets, retarget and amplified animation motion capture data in Motion Builder and Maya.

AVALOKI: VR VISUAL NARRATIVE SHORT

LEAD VISUAL DEVELOPMENT ARTIST / ANIMATOR

08.2018 - 05.2019

- Developed visual and VFX, modeled, optimized, rigged, and animated 3D characters.

EDUCATION & RECOGNITIONS

UNIVERSITY OF SOUTHERN CALIFORNIA

08.2016 - 05.2019

MFA Interactive Media and Games, School of Cinematic Arts | International Artist Fellowship (2016-2019)

ROYAL HOLLOWAY UNIVERSITY OF LONDON

08.2013 - 05.2016

BA Media Arts in Transmedia and Cinematography | Second Class Honours (Upper Division), RHUL Bursaries (2013)

AWARDS AND RECOGNITIONS

NFFTY "Best of VR" (2018), Oculus Launch Pad (2017), Thailand Ministry of Defense Short Film Award (2014), Young Artist of Thailand Award (2012), KMUTT Character Design Competition (2011), Doodle for Google Competition (2010), Thailand Ministry of Education Artist Honorary Award (2001-2000), WWA Honorary Award (2000), The 29&30th ICAE (1999-2000)

SKILLS

PROGRAMMING C++, C#, JavaScript, HTML, CSS

SOFTWARE Unity, Unreal Engine 4, Maya, ZBrush, Substance Suite, SketchUp, OptiTrack Motive, MotionBuilder, Final Cut, DaVinci Resolve, Reaper, Photoshop, Illustrator, After Effects, Light Room, Processing, Arduino