



DUSSADEE SHORUENGSAK

Visual Development Artist | Illustrator

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www.jdussadeeart.com

Creative **Visual Development Artist** and **Illustrator** focused on developing original and unique concept proposals and artistic designs

SKILLS

- 2D/3D Illustration
- Traditional Sculpture
- Digital 3D Modeling
- Sketch Artist
- Digital Painting
- Character Design
- Environment Design
- Prop Design
- Cinematic Design
- Graphic Design
- Color Scripting

SOFTWARES

- Adobe Photoshop
- Adobe Illustrator
- Zbrush

EXPERIENCE

Freelance Artist San Francisco Bay Area

2014 - Present

- Collaborate with industry creatives and studios to produce concept art, characters, props, colors, lighting, environments and graphics for animations and games
- Produce illustrations and modeling sculptures to highlight emotional impact of designs
- Leverage digital painting, drawing, and sketching techniques, combined with software expertise, to deliver finished visual concepts

Character Designer Academy of Art University, San Francisco

2015

- Character designer for student collaborative short film R_MAH – The Grandma
- Developed and designed lead characters, finalizing all designs and character turnarounds by traditional sculpture
- Produced sketches, concepts, color designs and final paintings using Adobe Photoshop

Background Artist Intern Sky Light Picture Company, Thailand

2011

- Worked with professional team to complete CG background painting for 2D animations within production timelines
- Cleaned up layout sketches and digital paintings using Adobe Photoshop
- Maintained clear communications with art director and team members to ensure project unity

EDUCATION

Master of Fine Arts, Visual Development Academy of Art University

2016

Bachelor of Fine Arts, Visual Communication & Design Silpakorn University, Thailand

2011