Tanon Chintana

Digital Artist & Creative Designer | **Bangkok, Thailand**

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Driving Creative Excellence & Narrative Impact

Multidisciplinary Digital Artist and Creative Designer with over 14 years of experience across **Mobile Gaming (6 yrs)**, **Advertising (4 yrs)**, and **AI & Robotics (4 yrs)**. Proven expertise in end-to-end visual storytelling, 3D content creation, high-fidelity video compositing, and pioneering generative AI pipelines to accelerate production and elevate narrative immersion.

Work Experience

Keekr | Aug 2026 – Present

Founder & Product Designer

- Architected and developed a cloud-based media review and collaboration SaaS platform tailored specifically for 2D and 3D graphic designers and creative studios.
- Led end-to-end UX/UI design, platform branding, and user workflows.

AI and Robotics Ventures | Apr 2022 – Oct 2025

3D Generalist

- **Visual Storytelling & Concept Development:** Crafted storyboards, cinematic concepts, and dynamic narrative sequences communicating complex technical robotic systems.
- **Technical 3D & High-Fidelity Compositing:** Delivered complete 3D modeling, texturing, rigging, animation, and multi-pass VFX compositing for promotional and technical showcases.
- **Generative AI Pipeline Design:** Integrated state-of-the-art generative AI workflows for rapid concept art iteration, asset generation, and look development.
- Streamlined end-to-end video production pipelines by integrating AI tools and advanced compositing, eliminating the need for external outsourcing and significantly reducing project turnaround time.

1Moby | Aug 2021 – Mar 2022 & Aug 2013 – Jul 2018

Senior Digital Artist

- Spearheaded art direction, 3D sculpting, character animation, 2D digital painting, and intuitive UI/UX design for commercial mobile titles.
- Shipped and supported popular titles including *The cats paradise*, *Crazy farm war*, *Sumo Hero*, and *Tuktuk N thiefs*.

Animated Storyboards | Aug 2009 – Jul 2013

3D Modeler

- Executed hard-surface and organic 3D modeling, rigging, and texture painting for global advertising animatics under tight production deadlines.

Skills & Certifications

Core Competencies: Storyboarding & Storytelling, Generative AI, 3D Sculpting & Animating, Art Direction, Video Compositing/VFX, UX/UI Design

Software: Maya, 3Ds Max, Blender, Solidworks, Zbrush, Unreal Engine, Unity 3D, Photoshop, Illustrator, After Effects, Premiere Pro, CapCut

AI Tools: Midjourney, Google Nano Banana, Runway

Certifications: Foundations of UX Design • Build a Full Website using WordPress

Education

BFA in Fine Arts, Animation and VFX (2007–2009)
Academy of Art University

BE in Telecommunications Engineering (2003–2007)
SIIT, Thammasat University