

# Chatrin Samanchuen

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## Industry Projects

<b>Ongoing Project with Alpine Formula 1 Team   Microsoft   Volvox Labs</b>	<b>2025</b>
<ul style="list-style-type: none"><li>Designed motion graphics and visual effects for the clients' immersive Installation</li></ul>	
<b>Venice Studio Animation   Thought Merchants</b>	<b>2025</b>
<ul style="list-style-type: none"><li>Utilizing motion design tools in Unreal Engine to create studio's website landing animation</li></ul>	
<b>Lifeguard Tower Toy Souvenir   Venice Surfing Association</b>	<b>2025</b>
<ul style="list-style-type: none"><li>Planned 2D layout for laser-cutting model, tested assembling, and illustrated assembling instruction</li></ul>	
<b>Allora Stage Design   Allora Network</b>	<b>2025</b>
<ul style="list-style-type: none"><li>Developed brand's animation, reflecting network as dynamic ecosystem</li></ul>	
<b>ASU MIX Center Interactive Exhibition at SXSW 2024 Volvox Labs</b>	<b>2024</b>
<ul style="list-style-type: none"><li>Developed interactive presentation on an ultra reality screen in Unreal Engine 5 with Blueprint Scripting for Arizona State University MIX Center</li><li>Implemented in-game level sequence player to display sponsor's videos</li><li>Designed CG environments according to the event theme</li></ul>	
<b>Webroot + Carbonite Commercial   Open Text   Starfish Projects</b>	<b>2024</b>
<ul style="list-style-type: none"><li>Built environments for XR production based on client's directions</li><li>Optimized scene geometry, lighting, and textures to work smoothly in real-time</li></ul>	
<b>Stage Motion Graphic for Allianz Asia Pacific Summit 2023   Studio 11206</b>	<b>2024</b>
<ul style="list-style-type: none"><li>Designed continuous animations for the event's entertainment session</li></ul>	
<b>Microsoft Lounge at Culver City, CA   Microsoft   Volvox Labs</b>	<b>2023</b>
<ul style="list-style-type: none"><li>Designed Immersive LED screen environment in the theme of urban nature</li><li>Created scene with different variations throughout different weather conditions</li></ul>	
<b>Mercado III Multi Combat Sport Headgear   BATS-TOI</b>	<b>2023</b>
<ul style="list-style-type: none"><li>Retopologized 3D geometry from 3D-scanned</li><li>Implemented procedural modeling workflow into assets creation</li></ul>	
<b>360 Projection Mapping at Art District Brooklyn   Nicole Moudaber   Volvox Labs</b>	<b>2023</b>
<ul style="list-style-type: none"><li>Produced Nonlinear CG environments and Visual Effects for all night DJ Event Magic Man Immersive Experience</li></ul>	
<b>Magic Man Immersive Experience   Jackson Wang   88Rising   Microsoft</b>	<b>2023</b>
<ul style="list-style-type: none"><li>Recreated real time environment based on Jackson Wang's music videos</li><li>Implemented real-time particle simulations with implementation of Unreal Engine 5 and Microsoft Kinect</li></ul>	
<b>Cadillac IQ Tour   Cadillac   Volvox Labs</b>	<b>2023</b>
<ul style="list-style-type: none"><li>Assisted the team's motion graphics production</li></ul>	
<b>Il Teatro Verde La Maschera del Tempo   Mattia Casalegno Studio</b>	<b>2022</b>
<ul style="list-style-type: none"><li>Built environments from shot compositions</li><li>Managed rendering timeline</li><li>Customized Metahuman in Unreal Engine 5</li></ul>	

## Academic Projects

<b>Endless Corridors   MFA Independent Study Research   Prof. Adam Meyers</b>	<b>2025</b>
<ul style="list-style-type: none"><li>• Co-Developed horror puzzle game with procedural environment building</li><li>• Built custom Houdini Digital Asset tools for in-game development</li><li>• Project showcased at Boston CyberArts</li></ul>	
<b>Rebirth   MFA Thesis Project Film   Prof. Adam Meyers</b>	<b>2025</b>
<ul style="list-style-type: none"><li>• Researched on procedural techniques in digital media production</li><li>• Premiered at American Arts Cultural Center in Casablanca</li></ul>	
<b>The Good Italian   AI Documentary Film Production   Prof. Anthony Giacchino</b>	<b>2025</b>
<ul style="list-style-type: none"><li>• Explored possibilities of generative AI in film production</li><li>• Recreated the legacy of Lt. Joseph Petrosino with Midjourney, RunwayML</li></ul>	

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## Publication

<b>AI Integrated Workflows in the Digital Landscape   EVA London Conference</b>	<b>2025</b>
Chatrin Samanchuen and Rithvik Poddutur. AI Integrated Workflows in the Digital Landscape. 2025. DOI: 10.14236/ewic/EVA2025.38	

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## Education

<b>School of Visual Arts (SVA) - MFA Computer Arts</b>	<b>2023 - 2025</b>
<ul style="list-style-type: none"><li>• Thesis: Environmental Film with Procedural Workflow and Generative AI</li><li>• Thesis Advisor: Prof. Adam Meyers   Prof. India Lombardi-Bello</li><li>• MFA Computer Arts Department Scholarship</li></ul>	
<b>Pratt Institute - BFA Digital Arts with Highest Honors</b>	<b>2019 - 2023</b>
<ul style="list-style-type: none"><li>• Senior Project: Real Time Animated-Film Production with Game Engine</li><li>• Senior Project Advisor: Prof. Claudia Tait</li><li>• President's List 2019-2023</li></ul>	

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## Professional Experience

<b>Houdini Artist/ VR Assets Artist</b>	<b>Present</b>
Tidal Force VR   Remote	
<ul style="list-style-type: none"><li>• Developing Houdini Digital Asset(HDA) tools for VR environment</li><li>• Creating character locomotion animations</li><li>• Optimizing assets for real-time performance</li></ul>	
<b>3D Artist/Motion Designer</b>	<b>2024 - 2025</b>
Thought Merchants   Venice, CA	
<ul style="list-style-type: none"><li>• Developing brand identity, product visualization and motion design</li></ul>	
<b>Unreal Engine Artist/Motion Designer</b>	<b>2023</b>
Volvox Labs   Brooklyn, NY	
<ul style="list-style-type: none"><li>• Produced 3D environments for immersive media production</li><li>• Assisted the team with Visual Effects for immersive installations</li></ul>	

<b>3D Artist</b>	<b>2023</b>
Bats-Toi   Brooklyn, NY	
<ul style="list-style-type: none"> <li>Modeled and optimized in-game 3D assets from concept art</li> </ul>	
<b>Unreal Engine Generalist</b>	<b>2022</b>
Mattia Casalegno Studio   New York City, NY	
<ul style="list-style-type: none"> <li>Researched on real-time film production pipeline</li> <li>Explored Metahuman customization and look development</li> </ul>	
<b>3D Artist/Video Editor</b>	<b>2022</b>
<b>Clocky LLC   Remote</b>	
<ul style="list-style-type: none"> <li>Populated commercial videos and images for social media uses</li> </ul>	

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## Academic Experience

<b>Library Assistant</b>	<b>2024 - 2025</b>
School of Visual Arts   New York City, NY	
<ul style="list-style-type: none"> <li>Tracking equipment reservation</li> <li>Providing general assistance to department students, faculty, and staff</li> </ul>	
<b>Front Desk Assistant</b>	<b>2023</b>
Pratt Athletic/Recreation Center   New York City, NY	
<ul style="list-style-type: none"> <li>Provided general assistance to Pratt Institute's athletic department</li> </ul>	
<b>Peer Advisor</b>	<b>2022-2023</b>
Pratt Learning/Access Center   Brooklyn, NY	
<ul style="list-style-type: none"> <li>Advised undergraduate students on digital arts related courses</li> </ul>	
<b>Volunteer College Guidance Teaching Assistant</b>	<b>2021</b>
Brewster Academy Summer Program   Wolfeboro, NH	
<ul style="list-style-type: none"> <li>Collaborated on a Thai Government-funded program</li> <li>Provided college admission guidance classes</li> <li>Organized outdoor recreations</li> </ul>	
<b>Volunteer Teaching Assistant</b>	<b>2020</b>
Brewster Academy Summer Program   Remote	
<ul style="list-style-type: none"> <li>Guided Thai Scholarship recipients on studying abroad</li> </ul>	

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## Awards and Funding

<b>Royal Thai Scholarship   Undergraduate to Postgraduate Degrees</b>	<b>Present</b>
<ul style="list-style-type: none"> <li>Awarded by Ministry of Science and Technology of Thailand (Fully-Funded)</li> </ul>	
<b>School of Visual Arts MFA Computer Arts Thesis Completion Grant</b>	<b>2025</b>

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## Memberships

Global Game Jam  
Rise Up Animation Mentee (RUA)  
NCAA Division III | Pratt Men Soccer 2019 - 2023