

# LERSAK BUNUPURADAH

## 3D Modeler / Texture Artist

### SKILLS

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- MAYA, ZBrush, MARI, Mudbox, 3ds Max, Cinema 4D
- Adobe Photoshop, After Effects, MS Office
- Fluent in English, Thai and basic Japanese

### EXPERIENCE

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Aug. 2010 – present    **Method Studios : Los Angeles**                      Santa Monica, CA  
**Modeler / Texture Artist**

- provide modeling, UV layout and texture painting
  - Feature films ([The Girl with Dragon Tattoo](#), [Captain America](#), [The Rite](#), etc.)
  - Commercials (Chevy:[2012](#), KIA:[sandman](#), Verizon:[Arena](#), Canon:[Imagin8ion](#), etc.)

Apr. 2009 – June 2010    **ASYLUM Visual Effects**                      Santa Monica, CA  
**Modeler**

- provide modeling and UV layout
  - Feature films ([The Sorcerer's Apprentice](#), [Alice in Wonderland](#))
  - Commercials (Verizon, US Bank, Porsche, Kellogg's, Nintendo etc.)

Nov. 2008 – Feb. 2009    **Digital Domain**                      Venice, CA  
**Modeler** : [2012](#) (2009)

- provide environmental modeling and UV layout

Mar. – Oct. 2008            **ASYLUM Visual Effects**                      Santa Monica, CA  
**Modeler**

- provide modeling and UV layout for commercials
  - Feature films ([Terminator 4](#), [Bedtime Stories](#), [Unborn](#), [Gentlemen Broncos](#), etc.)
  - Commercials (Samsung, Blackberry, US Bank, Microsoft, Hyundai, etc.)

Oct. 2007 – Feb. 2008    **Digital Domain**                      Venice, CA  
**Modeler** : [Speed Racer](#) (2008)

- provide environmental modeling and UV layout
  - Stadiums / Towers & Buildings
  - Support vehicles / Track dressing

July – Oct. 2007      **CIS Hollywood**      Hollywood, CA  
**Modeler** : [Meet Dave](#) (2008)

- re-create polygon character models based on scanned data

Apr.– June 2007      **TECHNICOLOR Interactive Services**      Burbank, CA  
**Modeler**

- provide modeling, textures and scene layout for various projects including Pirates of the Caribbean Online Game Trailer and XBOX360 Area 51: Blacksite

Sept. 2005 – Apr. 2007      **Tigar Hare Studios**      Sherman Oaks, CA  
**Modeler**

- provide modeling, textures and scene layout for various projects including commercials for Peugeot, Mattel and Microsoft and game trailers for Activision, Sony and Warner Bros.

## **EDUCATION**

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2002 – 2004      **California State University Northridge**      Northridge, CA

- Master of Arts – Video/Digital Art

1993 – 1995      **Chulalongkorn University**      Bangkok, Thailand

- Master of Business Administration

## **INTERESTS**

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- Special Effects, Movies, Computers Animation
- Miniature Models