

2021-2026 Selected Works



Kirkkit Ngamjitsuksri | Born

Education

Chulalongkorn University
(Faculty of Fine and Applied Arts)
BFA (Second-class honors), Graphic Design
2025 | Thailand

Software Skills

Procreate
Adobe Illustrator
Adobe Photoshop

Work Experience

Illustrator Internship - Paphakorn Srikunrayakorn (@newyear6)
May 2024 - July 2024 | Thailand

Personal Interest

I am interested in illustration and visual design, focusing on flat color cartoon styles influenced by American pop culture and cartoons and toys from the 1980s and 1990s. I enjoy transforming my illustrations into layouts such as posters and book covers.

Contacts

Tel : +66 95 772 0984
Email : born.kk.illust@gmail.com
Instagram : @born.kk

Picture Matter (Brand Identity Design)

MAR 2026 (Personal Project)

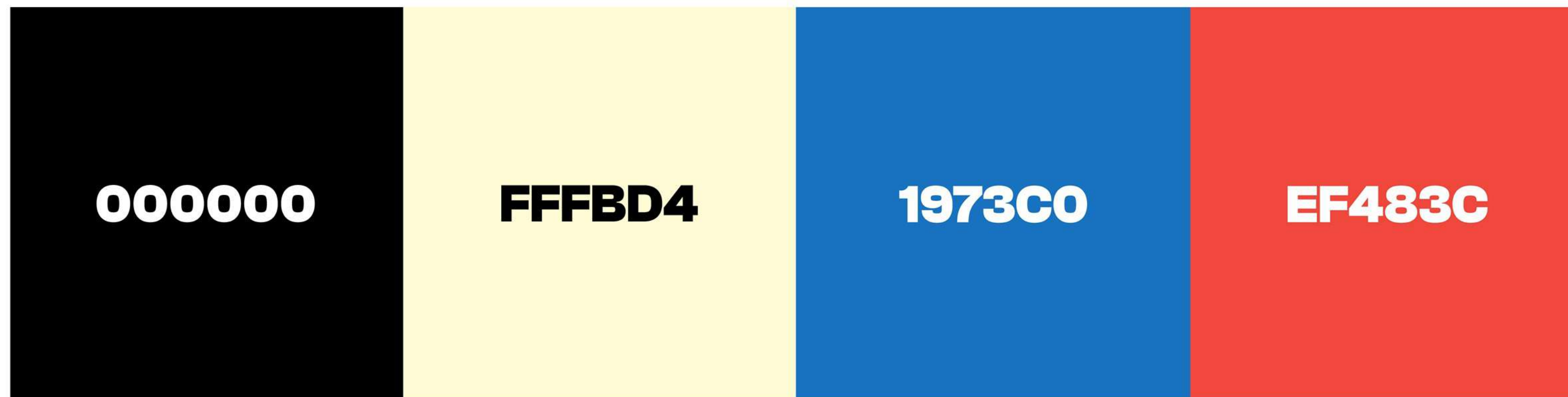
**picture
matter**

A fictional independent bookstore focused on visual culture, art books, zines, and printed matter.

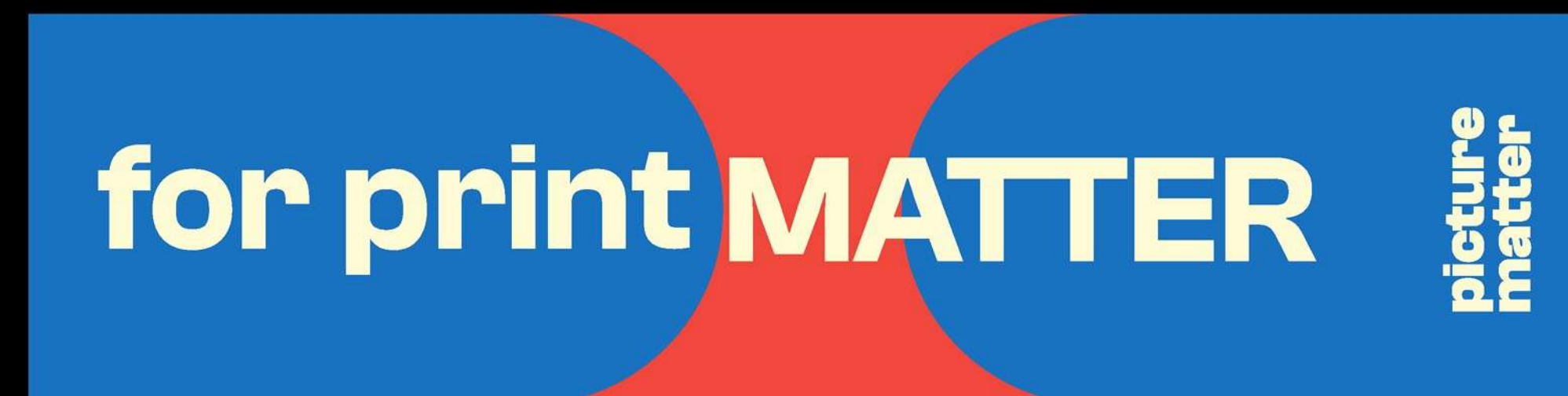
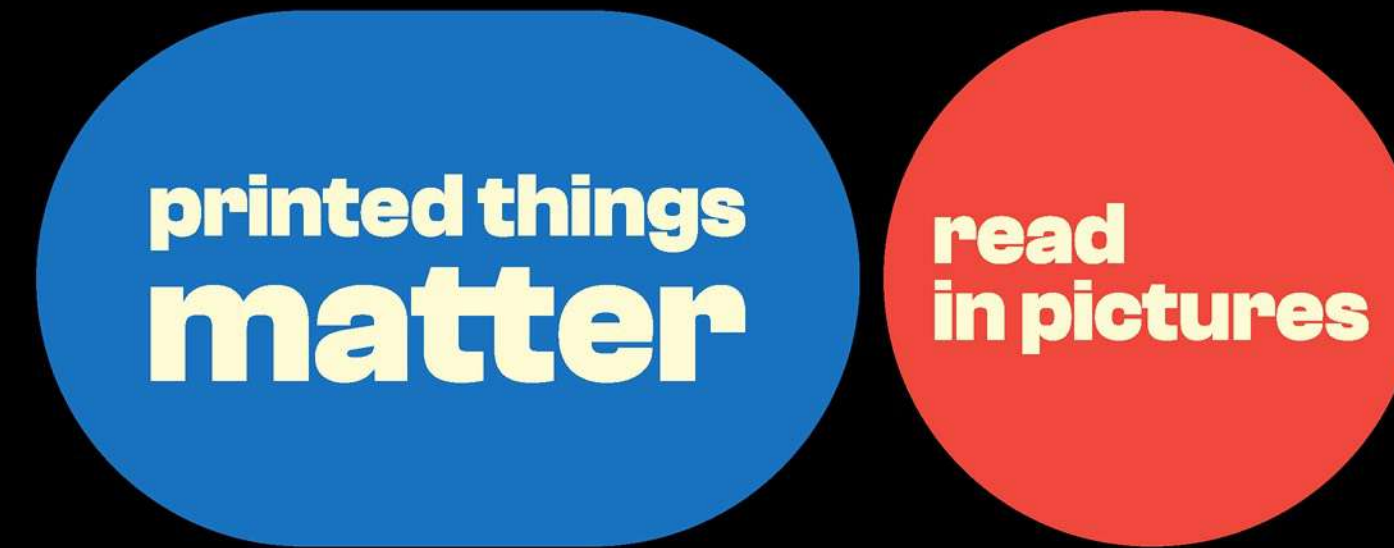
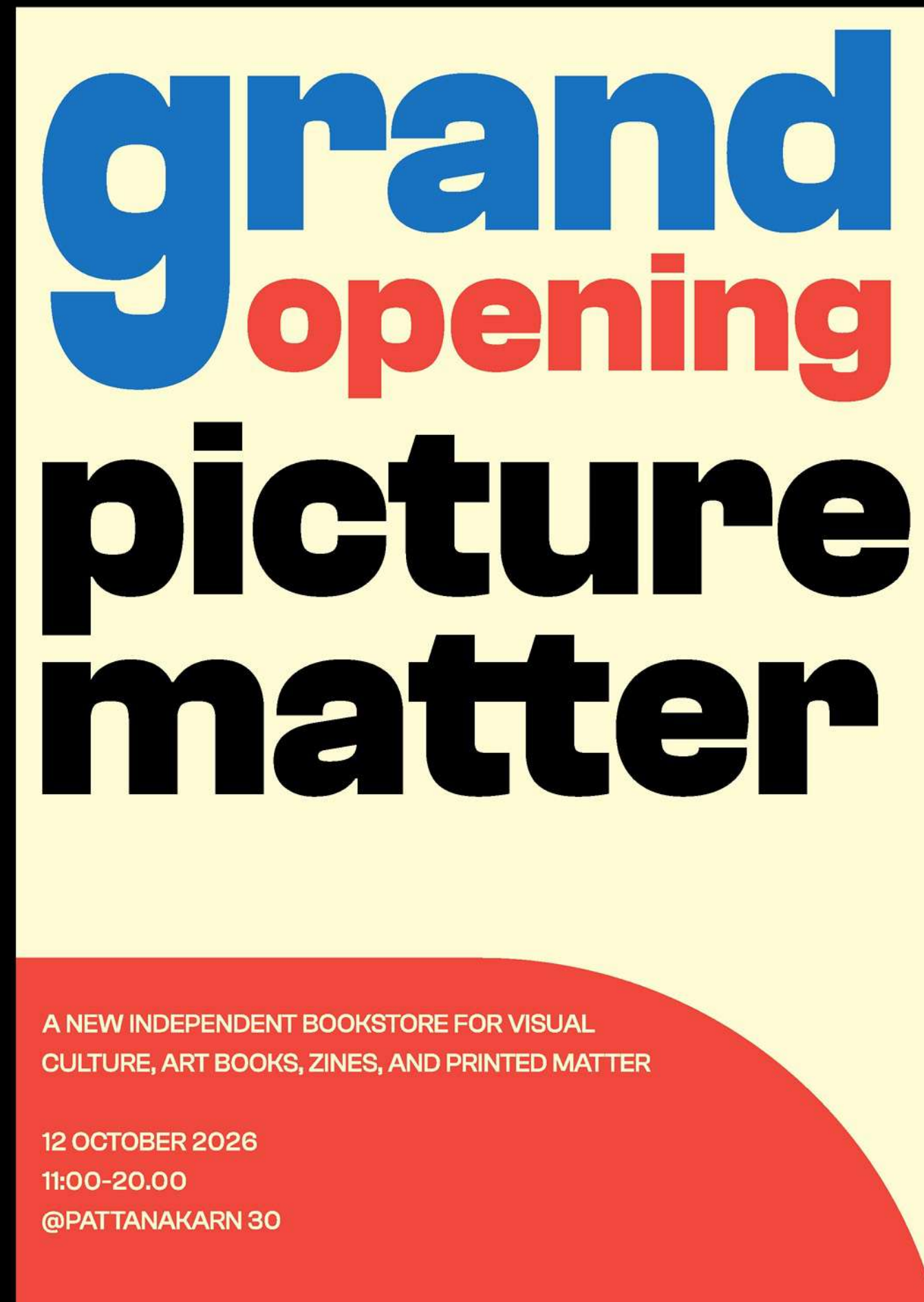
Picture Matter (Brand Identity Design)

MAR 2026 (Personal Project)

Color Palette



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Vintage Plastic Expo (Visual Identity Design)

MAR 2026 (Personal Project)

TOKYO BIG SIGHT ・東京ビッグサイト



VINTAGE AMERICAN TOYS • ACTION FIGURES • RARE COLLECTIBLES • BUY / SELL / TRADE

VINTAGE PLASTIC EXPO

東京ビッグサイト

22-23 MAR 2026 | 10:00 - 19:00

@VINTAGEPLASTICEXPO



VINTAGE PLASTIC EXPO
東京ビッグサイト
GENERAL ADMISSION

TOKYO BIG SIGHT
東京ビッグサイト
22-23 MAR 2026 | 10:00 - 19:00

↑ ENTRY

← VENDOR AREA

HELENA 



VINTAGE PLASTIC EXPO
東京ビッグサイト

STAFF

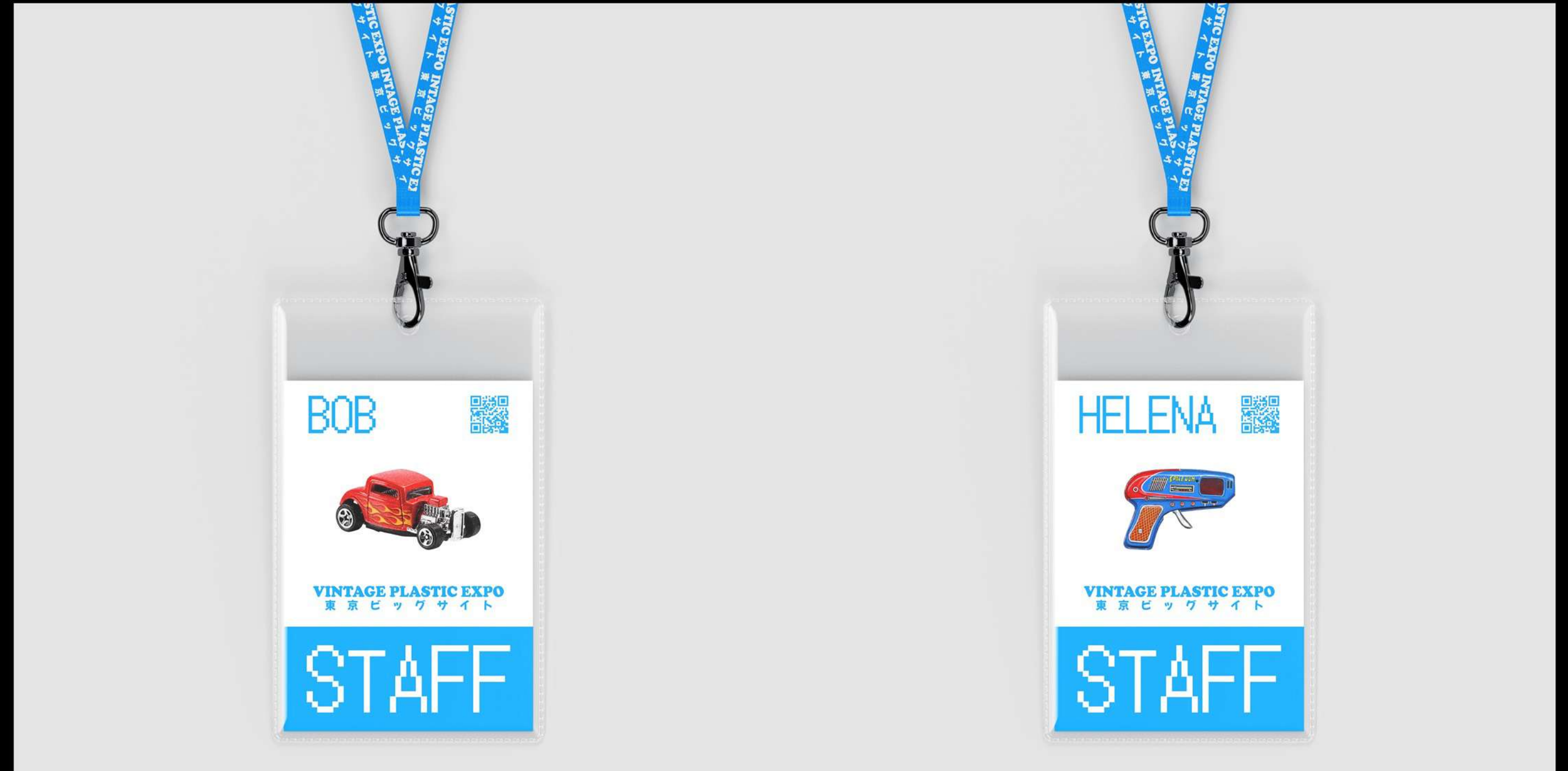
BOB 



VINTAGE PLASTIC EXPO
東京ビッグサイト

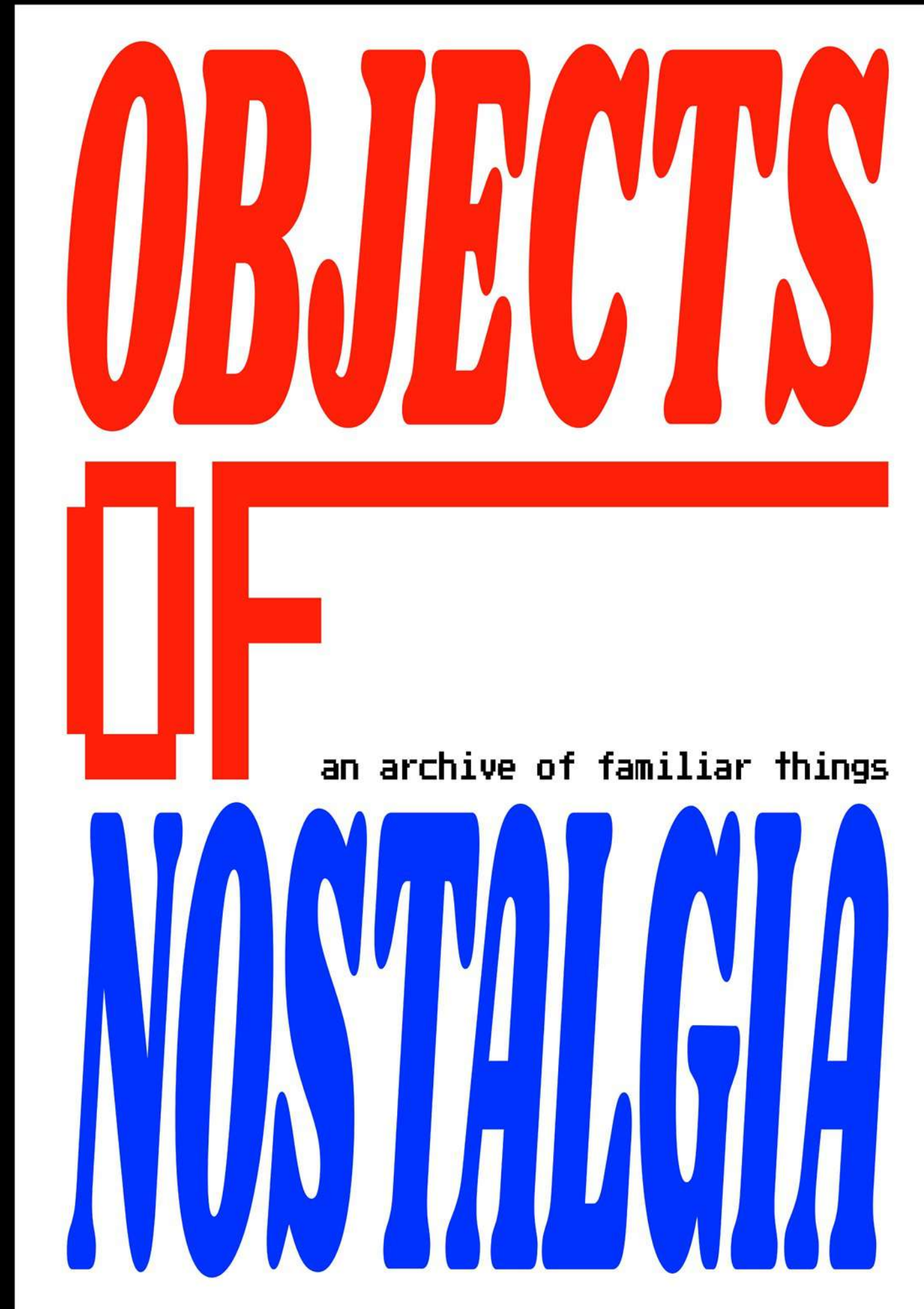
STAFF

A fictional event identity for a vintage toy and collectible plastics exhibition.



A fictional event identity for a vintage toy and collectible plastics exhibition.





Objects of Nostalgia (Editorial)
MAR 2026 (Personal Project)

A HANDHELD WATER GAME TOMY, 1970s

WATERFUL RING TOSS

AIR PRESSURE AND WATER MOVEMENT · REPETITION AND CONTROL · HANDHELD NOVELTY · SOLO PLAY



Waterfuls
Classic handheld water game!

The Original

Swirl, Shoot, and Score with a WHOOOSH of water-filled fun!

Just add water for endless on-the-go play!

BONUS 6 changeable Arcade Games!

AGES 3+

POPULARIZED THROUGH TOMY'S LONG-RUNNING WATER GAMES LINE, Waterful Ring Toss reduced play to a few basic elements: water, air pressure, floating rings, and patience. The player presses a button to create a burst of motion inside the tank, trying to guide each ring onto its post. Simple in construction but strangely difficult to master, it became one of those small objects remembered less for winning than for the act of trying again.

MEMORY TRIGGER : WADING ROOMS, LONG CAR RIDES, IDLE AFTERNOONS

OBJECT 01 / FLOATING RINGS

A CHILD'S FIRST TAPE RECORDER SONY, 1980s

MY FIRST SONY



MEMORY TRIGGER : BEDROOM FLOORS, LIVING ROOMS, AFTER SCHOOL HOURS

DESIGNED FOR CHILDREN BUT REMEMBERED FAR BEYOND CHILDHOOD, My First Sony transformed audio technology into something approachable and playful. Its oversized buttons, attached microphone, and vivid primary colors made recording feel less technical and more immediate. It was often less about perfect sound than about hearing your own voice played back for the first time.

OBJECT 02 / RECORDED VOICES

GAMEBOY



Nintendo GAME BOY.

HANDHELD GAME SYSTEM
OBJECT 03 / PORTABLE PLAY

NINTENDO, 1989

YOU CAN'T STAY IN THE DARK FOREVER...

SPEC: INTERACTION | PORTABLE, CARTRIDGE-BASED PLAY
SCREEN: MONOCHROME
FORMAT: HANDHELD CONSOLE
USE: SOLO PLAY / TRIPETS... EVERYONE COUNTS

THE GAME BOY REDUCED VIDEOGAMING TO A PORTABLE FORM THAT FELT IMMEDIATE, PREZITE, AND REPEATABLE. FIRST INTRODUCED BY NINTENDO IN 1989, IT PASSED A MONOCHROME SCREEN WITH INTERCHANGEABLE CARTRIDGES, MAKING IT POSSIBLE TO CARRY SEVERAL GAME MODELS IN A SINGLE HANDHELD OBJECT. WHAT MAKING ICONIC IS NOT ONLY THE CONSOLE ITSELF, BUT THE ROUTINE AROUND IT - BATTERIES, CARTRIDGES, LONG RIDES, AND HOURS OF FOCUSED PLAY.

MEMORY TRIGGER : CAR RIDES, AFTER SCHOOL HOURS

An editorial project exploring childhood memories through familiar everyday objects.

Beabadoobee - Our Extended Play (Promotional Poster Series)

MAR 2026 (Personal Project)



A typographic poster series inspired by selected lyrics from Beabadoobee's Our Extended Play.

Beabadoobee - Our Extended Play (Promotional Poster Series)

MAR 2026 (Personal Project)

Subway Billboard Mockup



A typographic poster series inspired by selected lyrics from Beabadoobee's Our Extended Play.

Amoeba - Vinyl Listening Night (Event Poster Design)
MAR 2026 (Personal Project)



A fictional in-store event poster combining illustration and typography for a vinyl listening session.

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Jolly Cola (Redesign)
MAY 2024 (Class Project)



Jolly Cola : Chew on Joy, Chew on Fun

Packaging redesigned project for a Thai jelly brand targeted for children.



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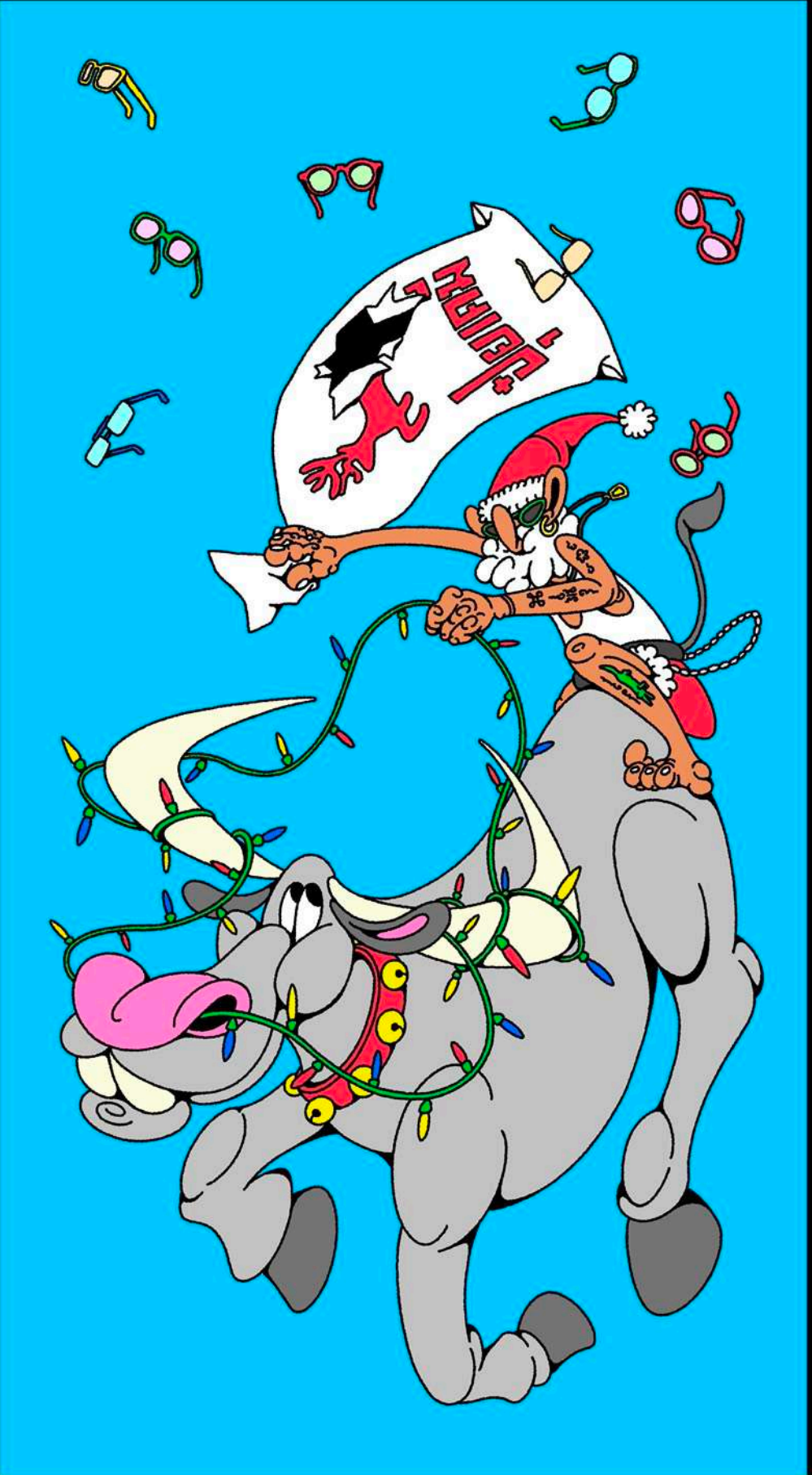
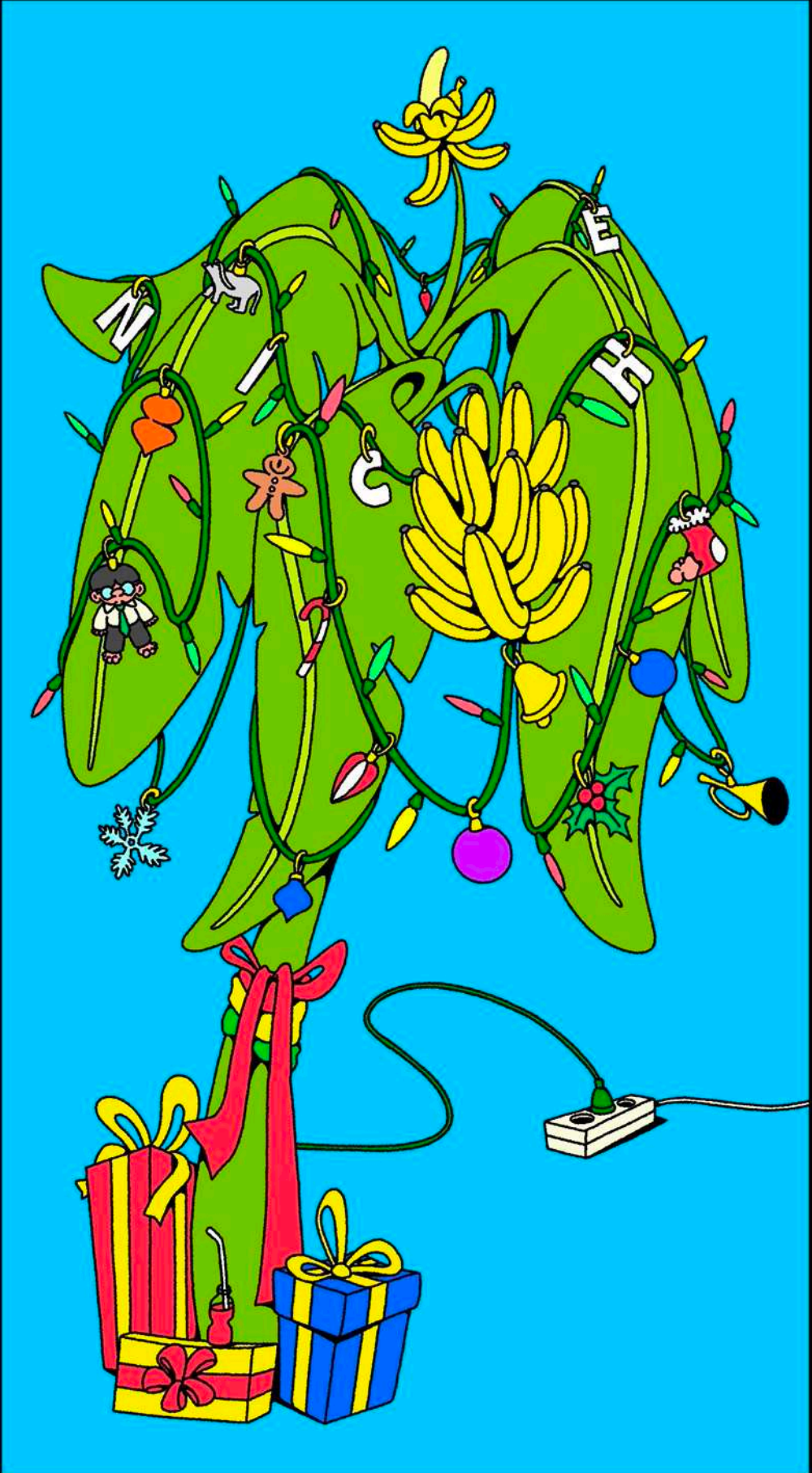
Karoshi syndrome (Campaign Visual Design)

NOV 2024 (Class Project)



A visual campaign addressing Karoshi Syndrome through satirical illustrations across murals, posters, and everyday objects.

The project uses dark humor to remind office workers of the importance of rest and self-care.



Custom illustrations created for a holiday window installation at Niche Nation, a luxury eyewear store at Central Embassy, Bangkok.

Niche Nation Eyewear & Optical Store (Central Embassy)
DEC 2025 (Client Work)



Custom illustrations created for a holiday window installation at Niche Nation, a luxury eyewear store at Central Embassy, Bangkok.

SUNDRY : Every Shade, Every Story (Art Exhibition)

JUN 2025 (Client Work)



A series of 12 digital illustrations inspired by true stories of 34 real-life characters from the Sundry universe, including team members, customers, and collaborators.

Each piece captures a moment of everyday life, reflecting our shared chaos and charm through a lens that is both deeply personal and joyfully surreal.

SUNDRY : Every Shade, Every Story (Art Exhibition)

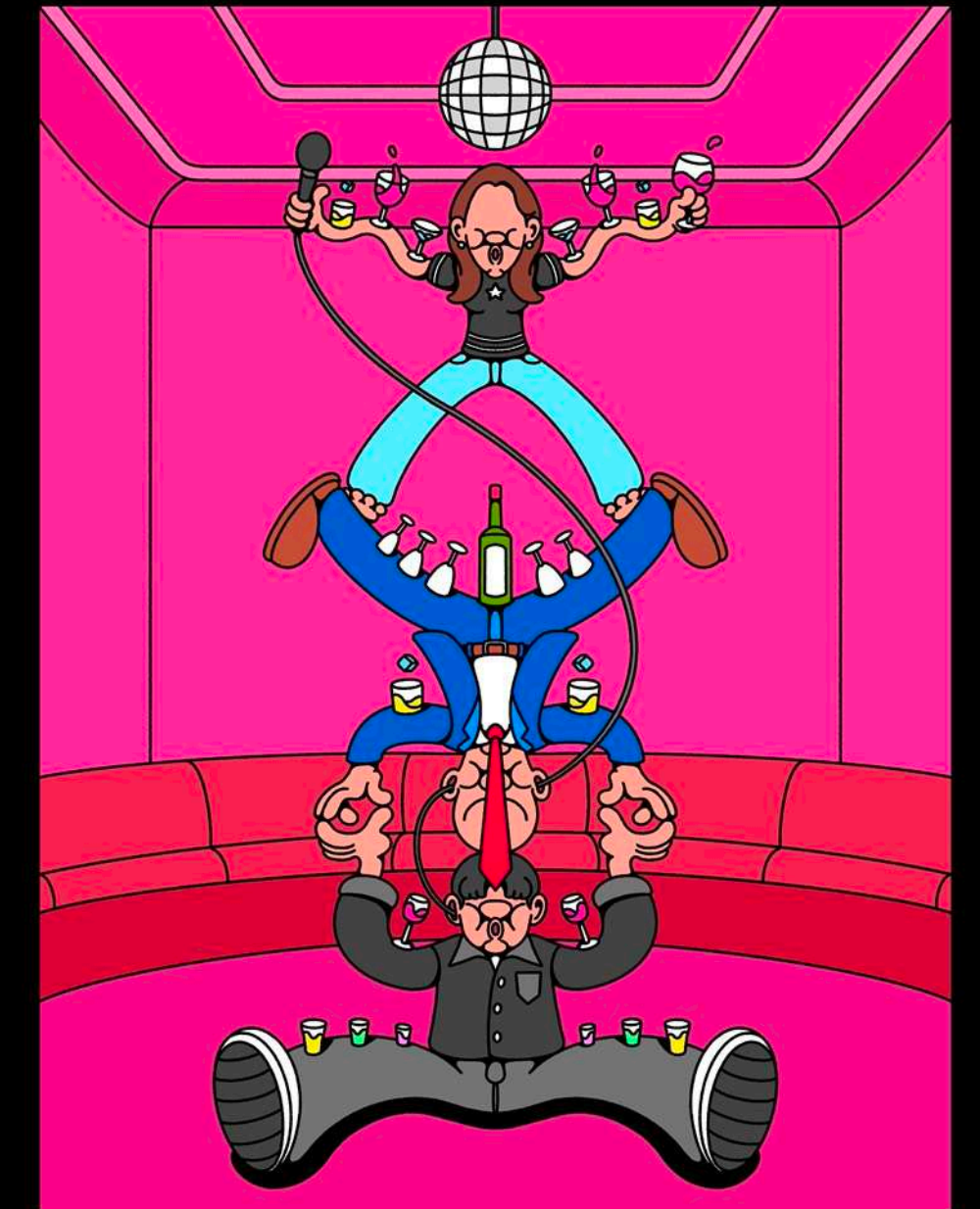
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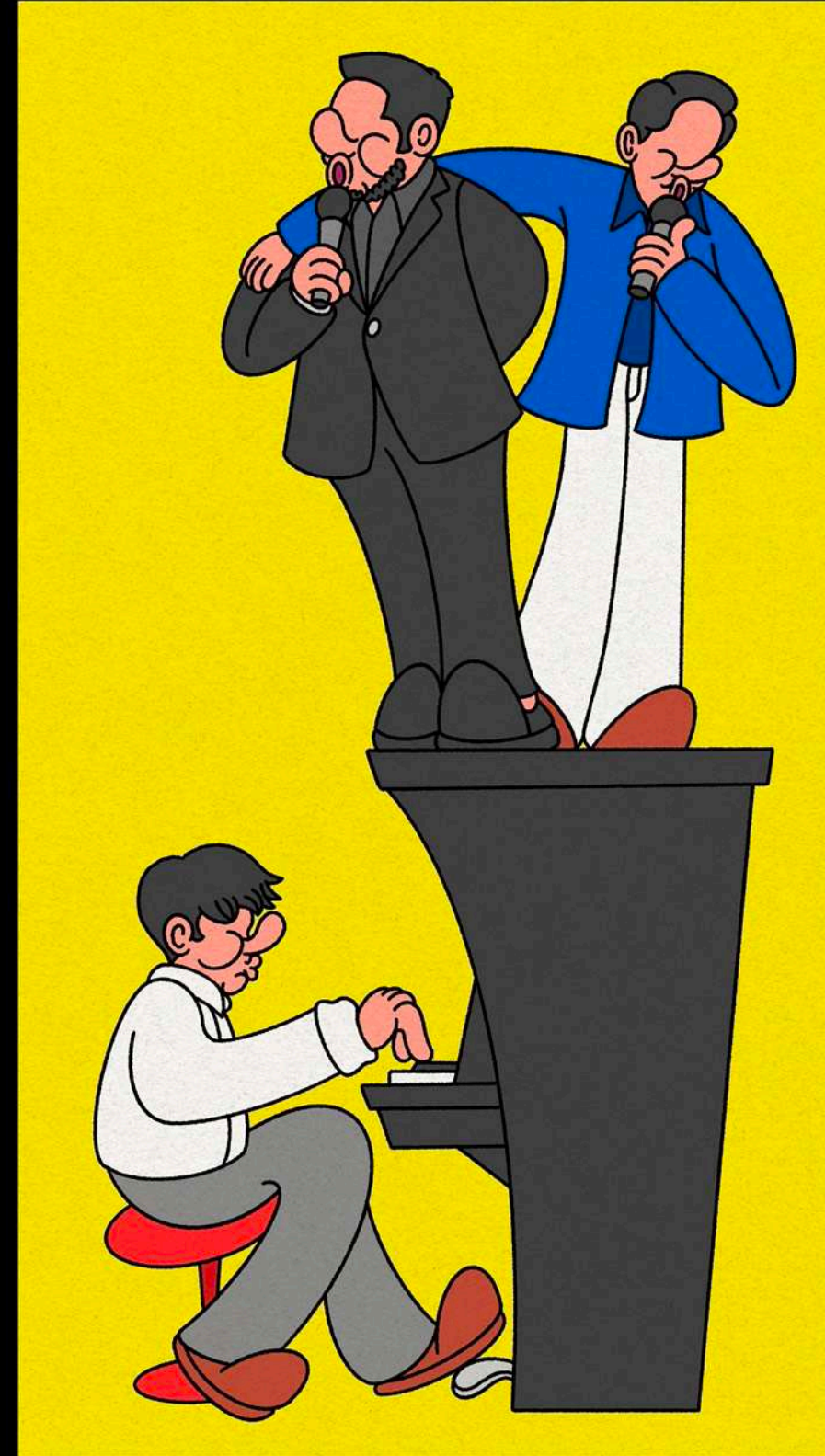
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JUN 2025 (Client Work)

Frame by frame animation, displayed on vertical screens

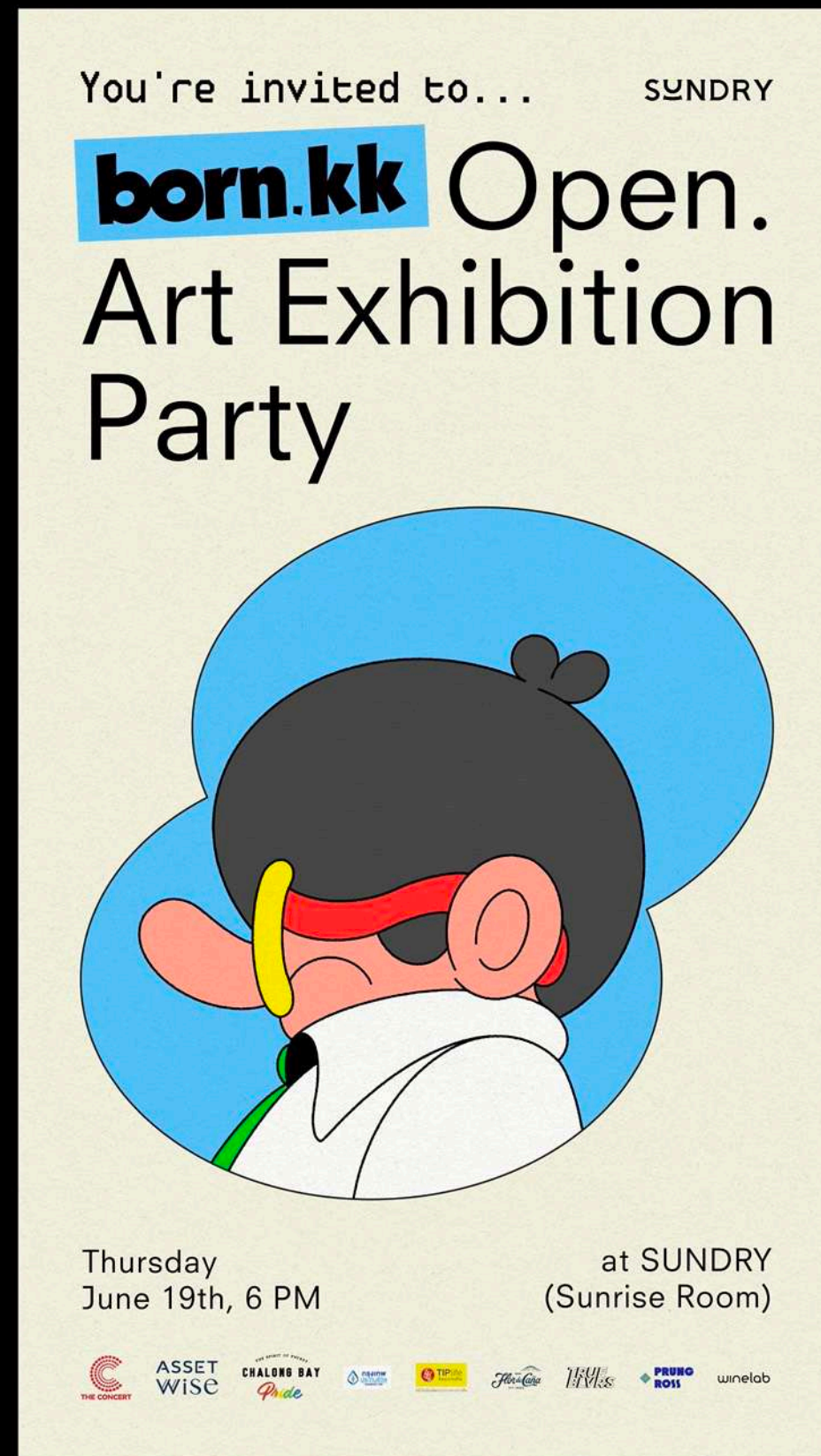


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