

RATANAKTEVY UCH

PORTFOLIO

2026

# PROFILE

RATANAKTEVY UCH

## EDUCATION

Currently, a fourth year student from Communication Design Program at School of Architecture and Design King Mongkut's University of Technology Thonburi

**GPA: 3.67**

## LANGUAGES

Thai	Fluent
English	Fluent
Khmer	Native

## CONTACT

**Phone:** 088 656 0171

**Email:** [uchratanaktevy@gmail.com](mailto:uchratanaktevy@gmail.com)

## SOFTWARE SKILL

Blender  
Adobe After Effects  
Adobe Premiere Pro  
Adobe Illustrator  
Adobe Photoshop  
Resolume Avenue  
Procreate  
Unreal Engine (Beginner)

## TECHNICAL SKILL

3D Modeling  
3D Animation  
Digital Art  
Graphic Design  
Illustration  
Character Design  
Motion Graphic (2D & 3D)  
CG Motion Graphic  
Color Grading  
Typeface Design (Font)

## EXPERIENCES

**2025**

### Cooperative Study at CenterPoint Entertainment

A Motion Graphic Designer in a Visual Team

### The Great Playoff HR Conference

Back Stage Visual Controller

### One Spirit Games 2025

Production Team

### VRU Open House 2025

Visual Designer for the Stage Screen

### GUINNESS ILLUMINATION x KMUTT

Freelancer Motion Graphic Design

**2024**

### PGVIM x SoA+D Project Week

CG Motion Graphic Collaboration with Musician Students



# 3D MODELING

# CHARACTER AND STAGE DESIGN

## University Project

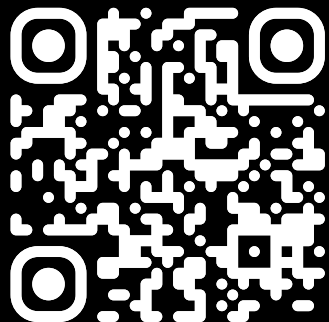
**Genre:** Eurodance

**Software:** Blender

## Design Character and Stage from Song Genre

This is a group project and we have three people in our group. My role is mostly to deal with modeling the stage, however I also hope my teammate with the body modeling of the character as well.

SCAN FOR TURNTABLE  
OF THE 3D MODELING





# PRODUCT DESIGN

## 3D MODELING

**Software:** Blender

For this project, I selected three products to sculpt and label: Bath & Body Works hand cream, Watsons lip balm, and SKIN 1004 serum. After selecting the products, I started by blocking each product's basic form in Blender. Then, I proceeded with sculpting the actual shape of the products, paying close attention to detail. Each label was designed in Adobe Illustrator to match the branding of the products. Finally, I used UV editing in Blender to stitch the labels onto the 3D models, ensuring they fit seamlessly and accurately.





watsons  
LOVE MY GLOW  
Baby  
Tint  
Glow  
LIP BALM  
SPF15  
Long Last

HAND CREAM  
CREME POUR  
LES MAINS  
e 29 ml / 1 fl oz

**paraffin**  
HAND, NAIL & CUTICLE  
MAINS, ONGLES ET CUTICULES

MADAGASCAR  
**CENTELLA**  
PORE-MIZING  
FRESH AMPOULE  
MADE WITH PURE CENTELLA  
FROM MADAGASCAR  
100 ML / 3.38 FL. OZ.  
SKIN 1004

# HEAD STYLIZED SCULPTURE

## 3D MODELING

**Software:** Blender

In this project, I had to stylized my head into a animate character, but I also had to make sure that my facial features were still identifiable. Additionally, this task allowed me to utilize my creativity to envision and style myself in a way that I would never be able to in real life.

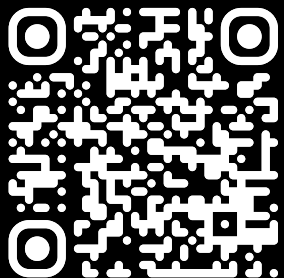


# 3D Animation

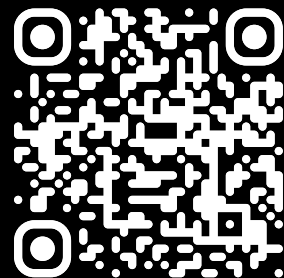
**Software:** Blender



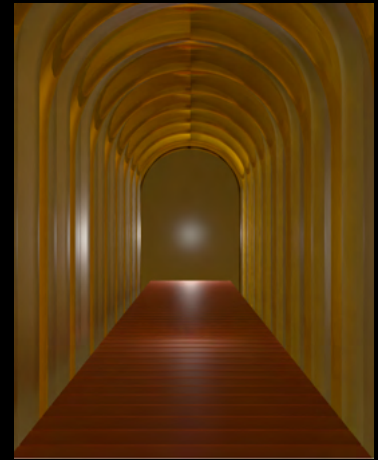
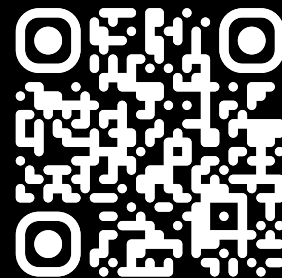
**SAND CLOCK**



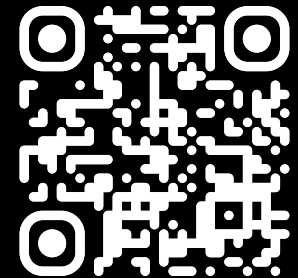
**PRODUCT**



**CLOCK**



**TUNNEL**



The background features a dark, teal-toned abstract pattern with flowing, liquid-like textures and scattered glowing particles, creating a futuristic and dynamic visual effect.

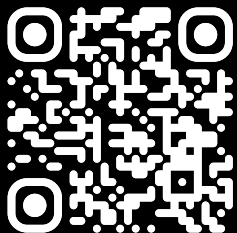
**CG VISUAL  
MOTION GRAPHIC**

# CG VISUAL

## "ตบปาก" - PROXIE (CG MOTION)

**Software:** Adobe After Effects  
Adobe Illustrator  
Blender

This project was another valuable opportunity I received during my cooperative study program. At first, my team was given a brief from an event organizer to create a CG motion pieces for PROXIE. Unfortunately, due to specific circumstances, we were not able to proceed with the official production. Despite that, I still wanted to challenge myself and bring the concept to life, so I decided to continue working on it as a personal project. The final outcome, shown on the right side, is the result of that effort. In creating this CG, I combined a mix of existing elements with my own 3D modeling and incorporated original illustrations, such as the clock, to give the piece more depth and character.



**FULL CG MOTION**

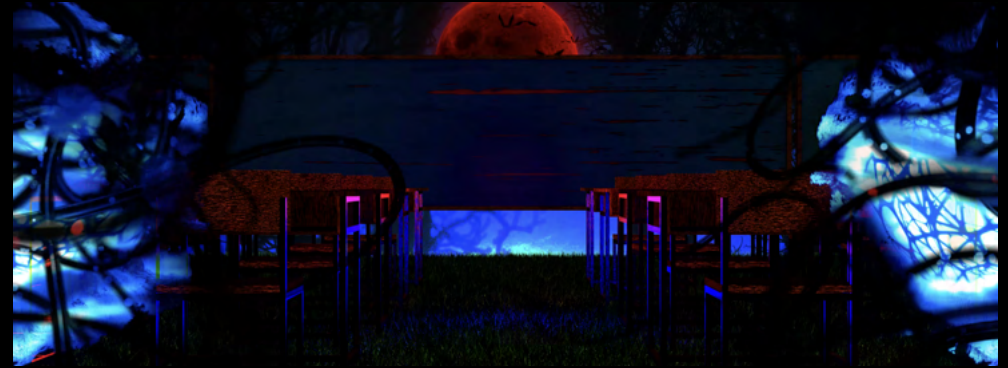


# CG VISUAL

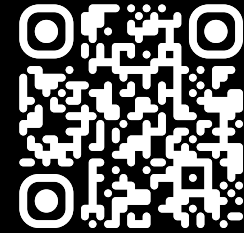
## "OHM" - HIWWHEE (CG MOTION)

**Software:** Adobe After Effects  
Blender

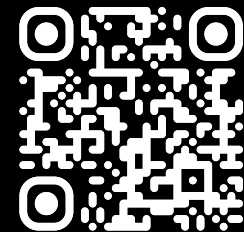
This project was an experimental work that I had the opportunity to develop during my cooperative study program. I was assigned to recreate a CG motion piece for a song called "OHM" by HIWWHEE. The concept was guided by two main keywords: school and Halloween, which I used as the foundation for the overall mood and design direction. Since the project had to be completed within just one week, I relied heavily on existing elements to speed up the process. However, to add originality and a personal touch, I decided to create the final scene through a 3D modeling approach, which gave the project a unique ending that stood out from the rest of the visuals.



FULL CG MOTION



FULL CG MOTION  
MAPPING



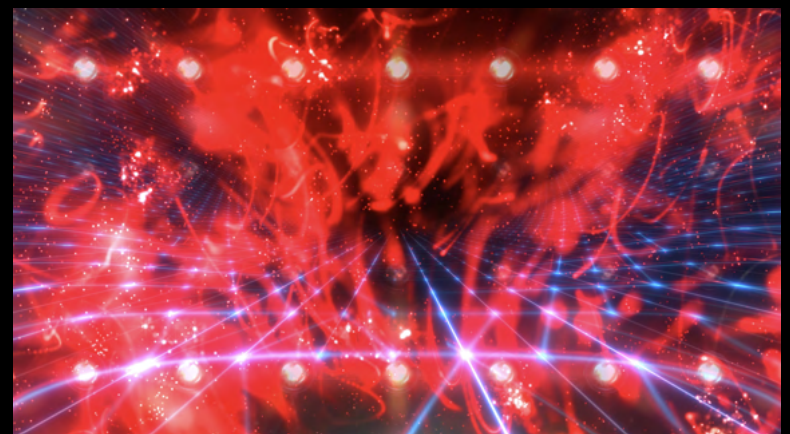
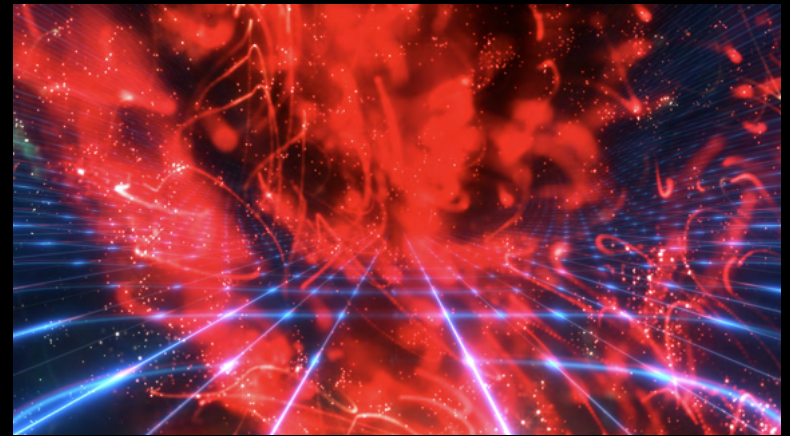
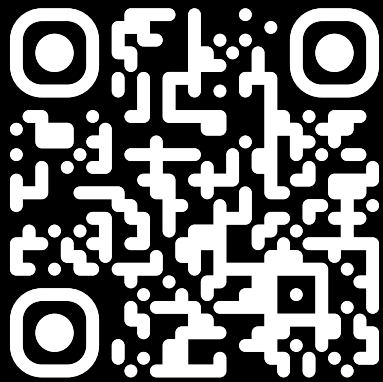
# CG VISUAL

## Poisonous Love: First Episode Watch Party

**Software:** Adobe After Effects  
Blender

This task was assigned to me during the final month of my cooperative study, where I had the opportunity to create a CG visual motion piece for an event titled Poisonous Love: First Episode Watch Party. For this project, I developed a CG visual for the song Only I, experimenting with motion to enhance the emotional depth of the music. The process allowed me to explore the integration of sound and visuals."

Only I



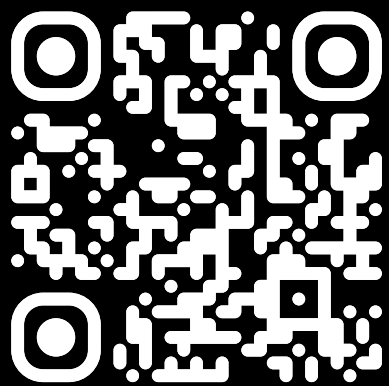
# CG VISUAL

## Poisonous Love: First Episode Watch Party

**Software:** Adobe After Effects  
Blender

Another song that I had the opportunity to create a CG visual motion piece for during the Poisonous Love: First Episode Watch Party event was “เธอคือคำตอบ”. For this piece, I integrated my own original 3D animation into the visuals, combining dynamic motion, lighting, and compositional elements to enhance the song’s emotional impact and create an engaging visual experience for the audience.

เธอคือคำตอบ



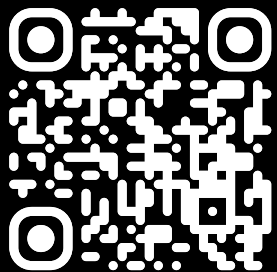
# CG VISUAL

## Poisonous Love: First Episode Watch Party

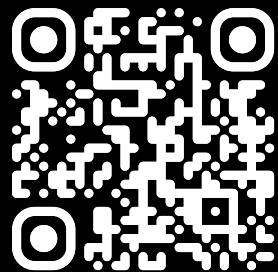
**Software:** Adobe After Effects  
Blender

The event showcased a total of three songs, and these are the three scene loops that I created and contributed, which were used during the live presentation. As I was unable to attend the event in person, these loops are the versions I observed through social media coverage.

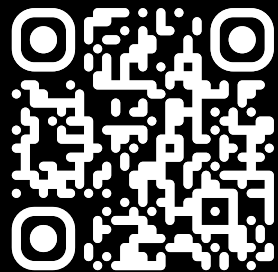
Loop 1



Loop 2



Loop 3





# MOTION DESIGN

# VISUAL DESIGN

## VISUAL VIRGIN PROJECT

### Motion Design & Visual Design

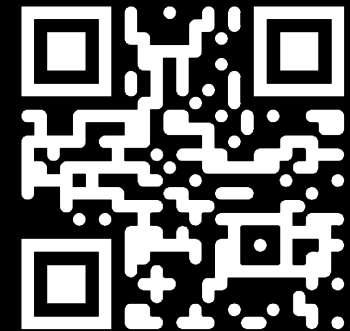
**Song:** Umbrella - Rihanna

**Software:** Adobe After Effects,  
Adobe Illustrator,  
Blender,  
Procreate,  
Resolume Arena

For this project, I had to choose a song from a playlist provided by Ajarn, primarily featuring tracks from the 2000s, which I chose "Umbrella by Rihanna". After selected the song, I analyzed its rhythm, tone, and mood to inform the creation of visuals. These visuals was designed to complement the song, and I had to perform live, synchronizing the visuals with the music to create an immersive visual juggling experience.

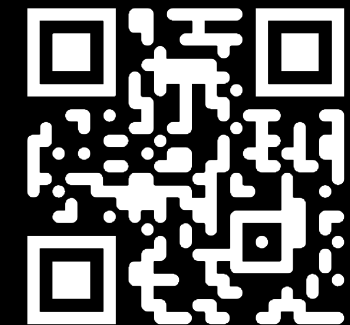
**Visual Virgin  
Final Performance**

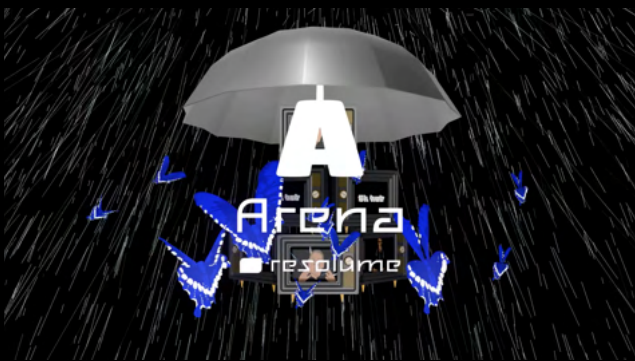
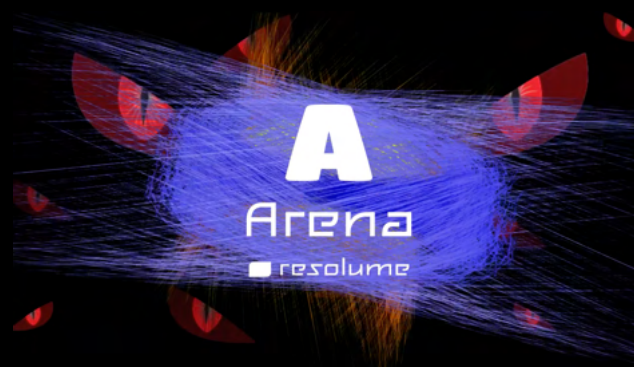
**SCAN FOR  
FULL VIDEO**



**Visual Virgin  
Final Performance  
(Live Performance)**

**SCAN FOR  
FULL VIDEO**





# LYRICS VIDEO

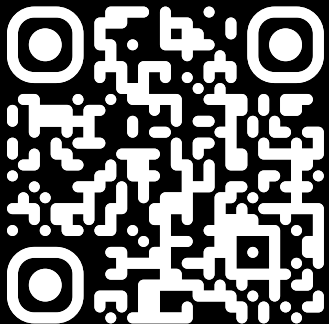
## VISUAL DESIGN & TEXT ANIMATION

### Illustration

**Song:** Take Me to Church - HOZIER

**Software:** Adobe After Effects,  
Adobe Illustrator

SCAN FOR  
FULL VIDEO



## INTRODUCTION

This project involved creating a lyric video for an indie song that should be at least a minimum 3 minutes or full song, with creative freedom in style and execution. The video should visually enhance the song's message, tone, and atmosphere while ensuring the lyrics are legible and engaging.

For this lyric video project, I chosen "Take Me to Church" by Hozier, a powerful indie song with deep emotional and thematic layers. To visually interpret the song, I used illustration as the primary medium, allowing for expressive and symbolic imagery that aligns with its raw, soulful tone.



I  
SHOULD'VE  
WORSHIPED  
HER  
SOONER



SHE DEMANDS A  
SACRIFICE



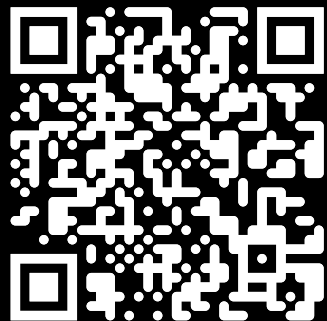
ONLY THEN I AM CLEAN

# ADVERTISEMENT

## Potential Advertisement

**Software:** Adobe After Effects  
Blender

SCAN FOR  
FULL VIDEO



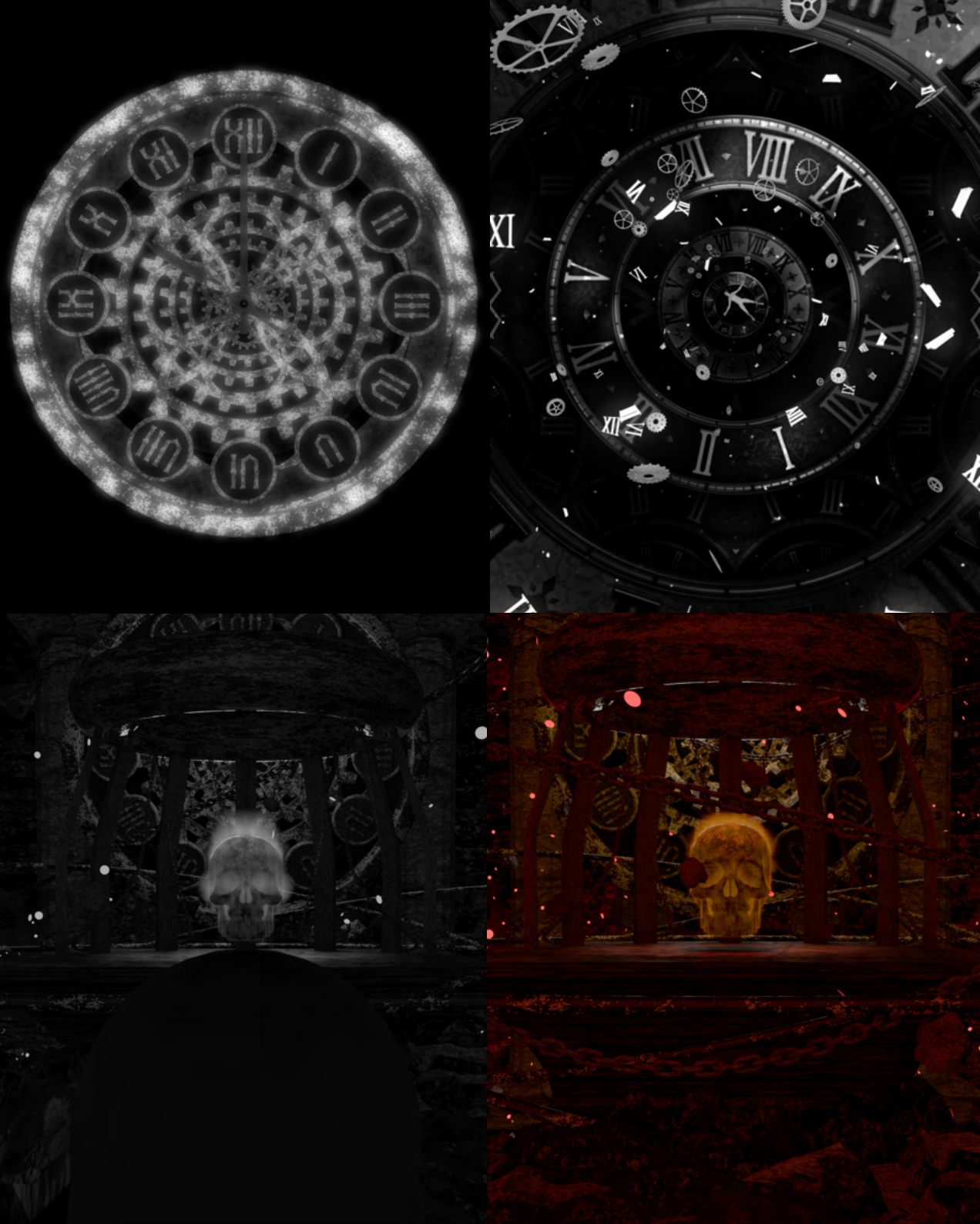
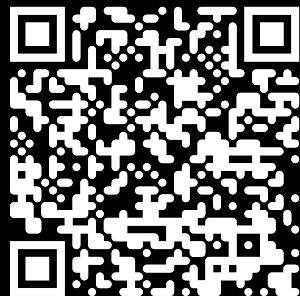
# PROJECTION MAPPING

**Software:** Adobe After Effects  
Blender

## INTRODUCTION

This projection mapping project explores the interplay of time and chaos within the theme of the underworld focusing on the feeling of being trapped in a confined space under the pressure of passing time. The visuals use symbolic elements such as clocks, skulls, chains, and the surrounding environment to represent time, mortality, and restriction. Through gradual movement, repetition, and spatial transformation, the projection creates the impression of a space that is difficult to escape, where time continues to move forward while the viewer remains confined.

SCAN FOR  
FULL VIDEO





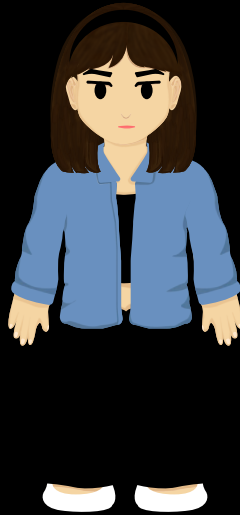
# CHARACTER DESIGN

# CHARACTERS

## BLOOM

Bloom is a character who inhabits a world entirely embraced by nature—a 'garden of life' where everything is alive, interconnected, and in perfect harmony.

Through Bloom, I express my deep longing for a peaceful, quiet world where I can feel calm, grounded, and truly free.



## FLIZE

Flize is a character who lives in a world engulfed by fire—a realm that evokes the intense, haunting atmosphere of the underworld.

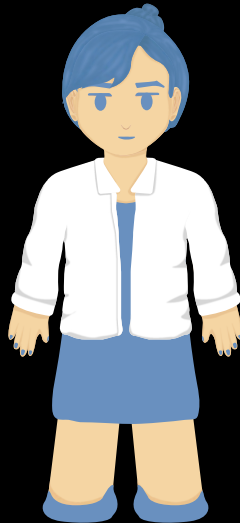
Through Flize, I express the side of myself that struggles with intense emotions—raw, fierce, and sometimes overwhelming.



## CIZE

Cize is a character who lives in an icy universe—a cold, aloof world that mirrors my own cool, indifferent emotions and personality.

Cize represents the emotional armor that forms when kindness is no longer reciprocated.



## ANGEL

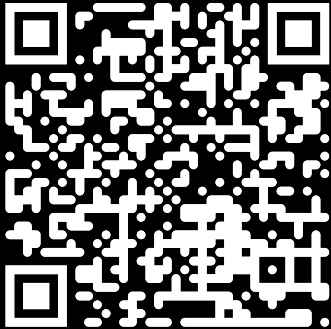
Angel is a character who lives in a world of white—a bright, ethereal space that symbolizes her innocence, kindness, and purity.

Angel represents the part of me that gives freely, without expecting anything in return—the version of myself that approaches people with pure intentions, offering warmth and care without a trace of bitterness or judgment.

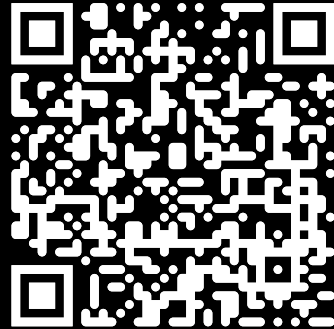


**Software:** Adobe After Effects,  
Procreate

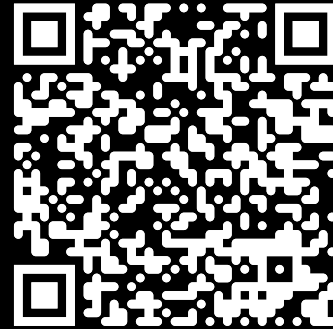
**MEET WITH  
BLOOM**



**MEET WITH  
FLIZE**



**MEET WITH  
CIZE**



**MEET WITH  
ANGEL**



# MIRA

## THESIS PROJECT

MIRA ELLAN (22) — a university student in her senior year.

“Sharp-eyed, quietly observant. She carries herself with independence, but an underlying uncertainty lingers beneath her calm exterior.”

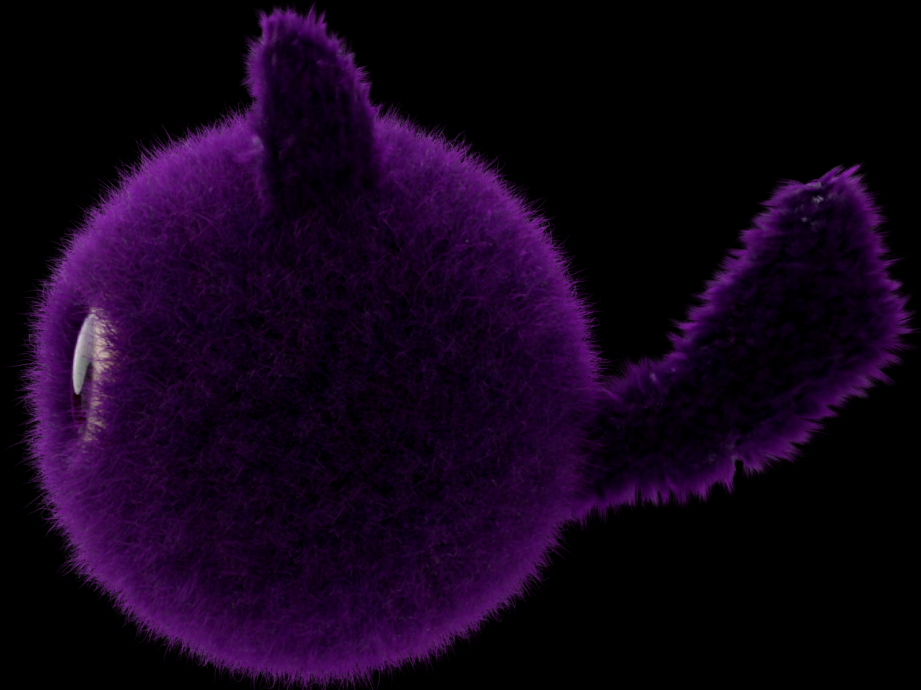
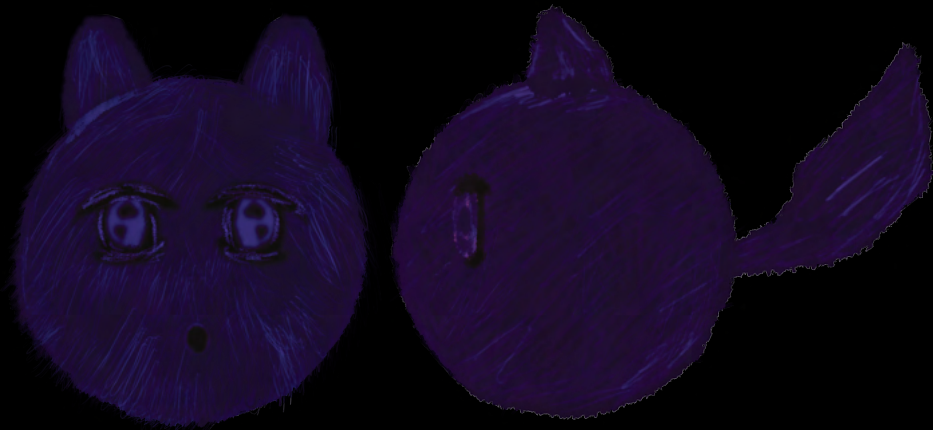


# MADDIE

## THESIS PROJECT

MADDIE — Mira's pet and constant emotional support.

"Cheerful and playful, with an effortless cuteness that lightens Mira's world. She senses shifts in Mira's mood before anyone else, offering comfort through simple, loyal presence."



# CONTACT ME

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