



PATTANIT SIRIUD✱MSUK

Portfolio✱'s

Artist game design, Graphics Design etc.
Rangsit University, Visual Communications Design



PATTANIT SIRIUDOMSUK

ภัทราณิษฐ์ สิริอุดมศักดิ์

I am able to create unique effectiveness in my work and adapt well to various positions within organizations, drawing from my diverse work experience and background in presenting across multiple roles.

PERSONAL INFORMATION

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✉ pattanit.srds@gmail.com

Be Pattanit Siriudomsak

in Pattanit Siriudomsak

Date of Birth : 15 October 2002

Nationality : Thai

SKILLS

HARD SKILLS

- ✦ Game design
- ✦ Design UX/UI in Figma
- ✦ Empathize with others
- ✦ Discussion
- ✦ Idea presentation

SOFT SKILLS

- ✦ Leadership
- ✦ Problem-solving on the spot

PROGRAM SKILLS

HARD SKILLS

- ✦ Adobe Illustrator
- ✦ Adobe Photoshop
- ✦ Adobe Lightroom
- ✦ Adobe After Effects
- ✦ Adobe Premiere Pro
- ✦ Affinity Designer
- ✦ Procreate
- ✦ Aseprite
- ✦ Figma

EDUCATION HISTORY

- ✦ 2022,
Rangsit University
Visual Communications Design
- ✦ 2019,
Prasarnmit Demonstration Secondary School
Innovative Multimedia Technology
- ✦ 2016,
Potisarnpittayakorn School

EXPERIENCE

- ✦ May 2025 - July 2025,
OREOJIMNOM Internship
Position : Graphic Designer, Illustrator
- ✦ 2022,
Game Thailand Showcase
Position : 2D Environmental Artist
- ✦ Oct 2020 - Nov 2020,
NCTEC - Thailand : National Electronics
and Computer, Bangkok Thailand
Position: Internship Data Analysis
- ✦ Feb 2020 - Aug 2020,
Ariya Entertainment, Bangkok Thailand
Position: Internship Graphic Designer
- ✦ 2020,
EPIC MEGAJAM by Unreal Engine
Position: 2D Artist
- ✦ 2020,
Gamejam from home by DayDev
Position: 2D Artist

UX/UI DESIGN

Redesign website, "Smallroom"



As part of the Interactive Design course in my second year, I was given a project to improve a website of my choice. I chose to redesign the website of the Smallroom label to make it more modern and appealing to young people, as the bands under the Smallroom label are typically indie music bands that follow the latest trends.

CONCEPT

“ design the website to be aesthetically pleasing, aligning with contemporary trends and considering the target audience who use the site to follow artists' works and the company's endeavors. Incorporate creative features to enhance interactivity and accessibility, including artist profiles, discographies, and a store section where users can explore and purchase products from the music label, presented in a more organized manner. Thus, design the website accordingly. ”



BEHANCE



UX/UI DESIGN

Redesign Application, "TIDAL"



CONCEPT

"TIDAL is an artist-first, fan-centered music streaming platform that delivers over 100 million songs in HiFi sound quality to the global music community"

Typically, this application is difficult to use for beginners because it has a lot of features and a complex system that makes the design overwhelming. As a result, users are looking for the standout quality of the app, which is its superior sound quality compared to other applications."



Figma

BEHANCE



UX/UI DESIGN

Product design , “On the bar”

CONCEPT

“ I want to create new experiences for both experts in cocktails and those who are not, allowing everyone to enjoy a better drinking experience. This will enhance the fun and excitement many times over. Whether it's a fusion of flavors that they desire or making cocktails, the ultimate popular recipes that users can try making on their own. ”

BEHANCE



Figma

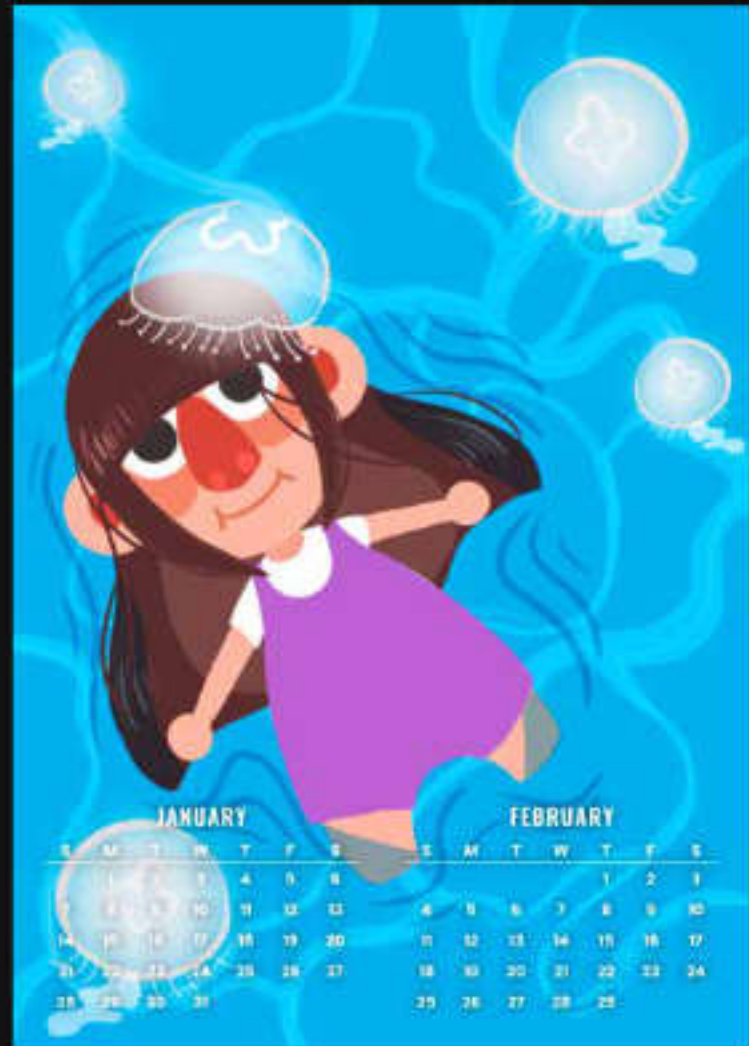


It can also calculate the exact cost per shot, making it especially useful for users with a limited budget And this prototype's calculation feature can almost be a real product with various conditions.



ILLUSTRATOR

WORLD OF THE BLUE OCEAN



CONCEPT

“ The artwork in this instance reflects the vibrant life of marine animals, with each panel featuring its own narrative. This approach imbues the images with a sense of movement and liveliness, enhanced by the characters that build connections within the piece. ”



Adobe Illustrator



Affinity Designer

ILLUSTRATOR

Poster Design “Overwhelm”



CONCEPT

“ I designed and sketched during a period of depression caused by my surroundings. My drawings serve as a reflection of my true self at that moment—feeling everything, yet realizing that everything around me was overwhelming my mind and daily life. ”



Adobe Illustrator



Procreate

ILLUSTRATOR

Illustrate each scene from the story



Scott Pilgrim Takes Off



Neon Genesis Evangelion The End of Evangelion



[VI] Wherever you are light it up and I'll find you

ARCANE

“ At one point, I made it a routine to wake up each morning and complete a drawing of a scene from a movie or animation I liked, recreating it in my own unique style and visual identity. ”



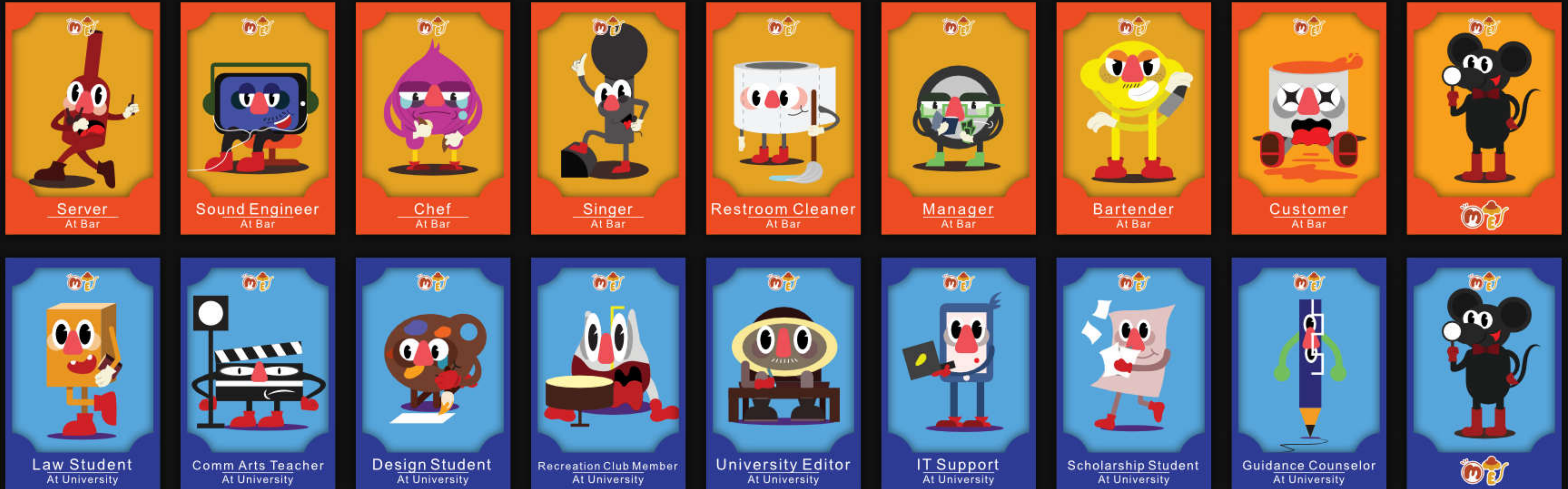
Adobe Illustrator



Procreate

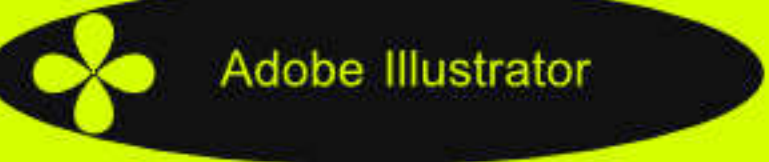
ILLUSTRATOR

Spyfall Board Game; Mole Card Game ; Character design



CONCEPT

“ Typically, Spyfall is a popular game in social gatherings, often played online. This time, we’ve reimaged it as a board game, focusing on creating vibrant character designs that bring the roles to life, making them easier to visualize. The art style is inspired by 90s vintage cartoons, featuring bold and vivid colors for a standout look. ”



ILLUSTRATOR

Visual Representation ; Icon



Adobe Illustrator

Create character PINKPUNKBOY



CHARACTER DESIGN BY
OREO
WINNOM

ILLUSTRATOR

Poster Typography Design “Loaded”

CONCEPT

“ I received the word 'loaded' as

a prompt and need to analyze and

interpret its meaning in any form,

ensuring that the interpretation remains

relevant to its core meaning. ”

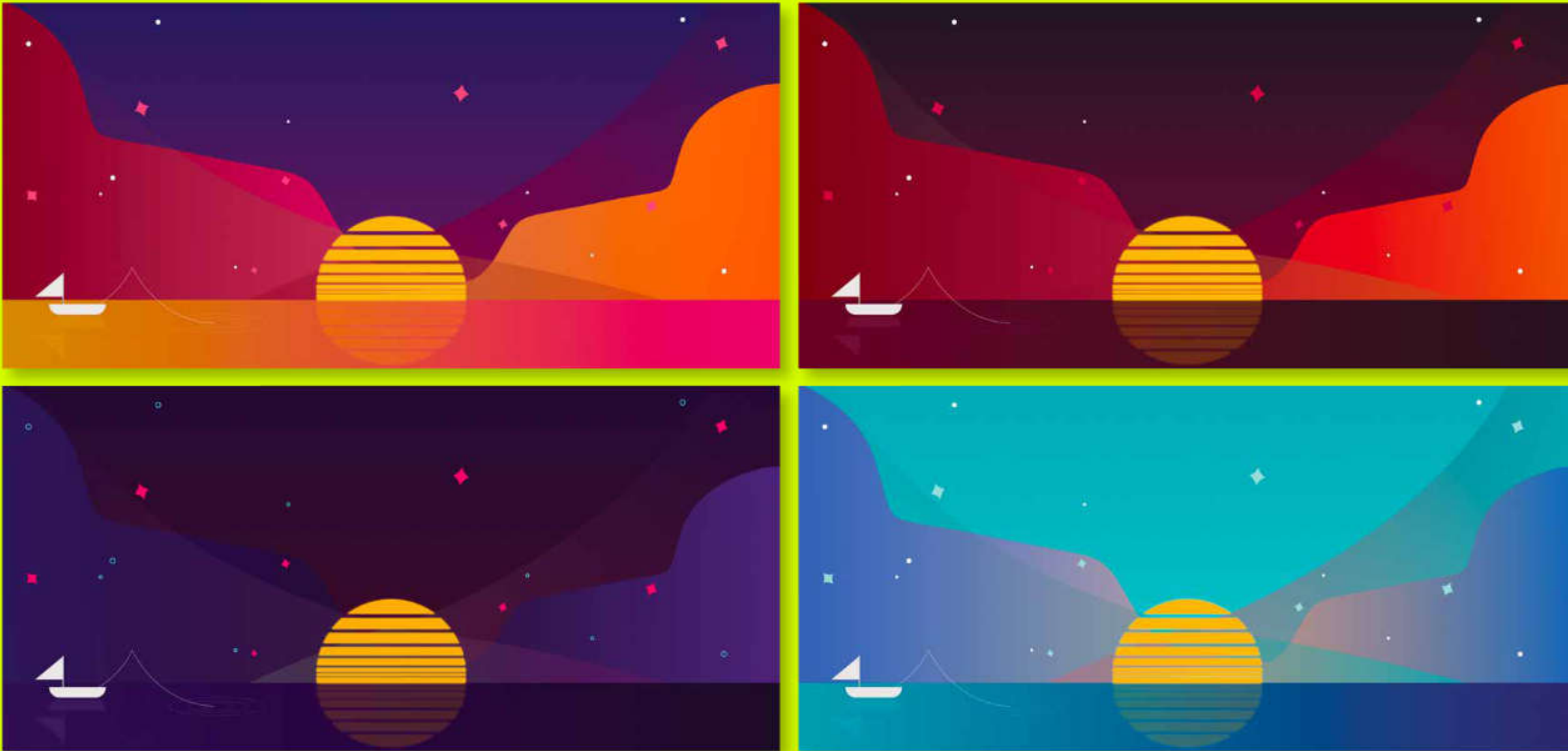


Adobe Illustrator



ILLUSTRATOR

Design Deskmat



CONCEPT

“ City pop retro style became popular on social media during the design process, with Miki Matsubara's song 'Stay with Me' being a major influence. This inspiration led to the development of the design. ”



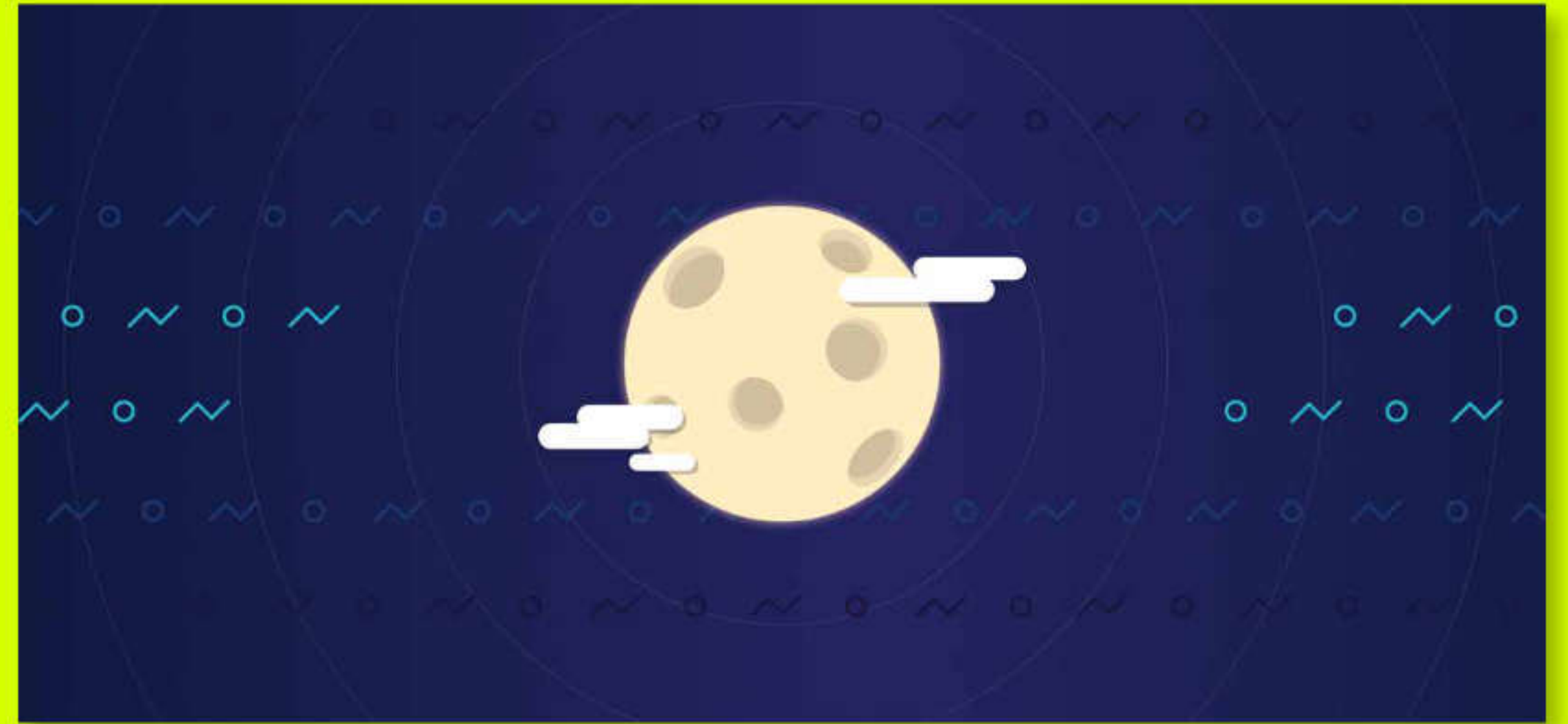
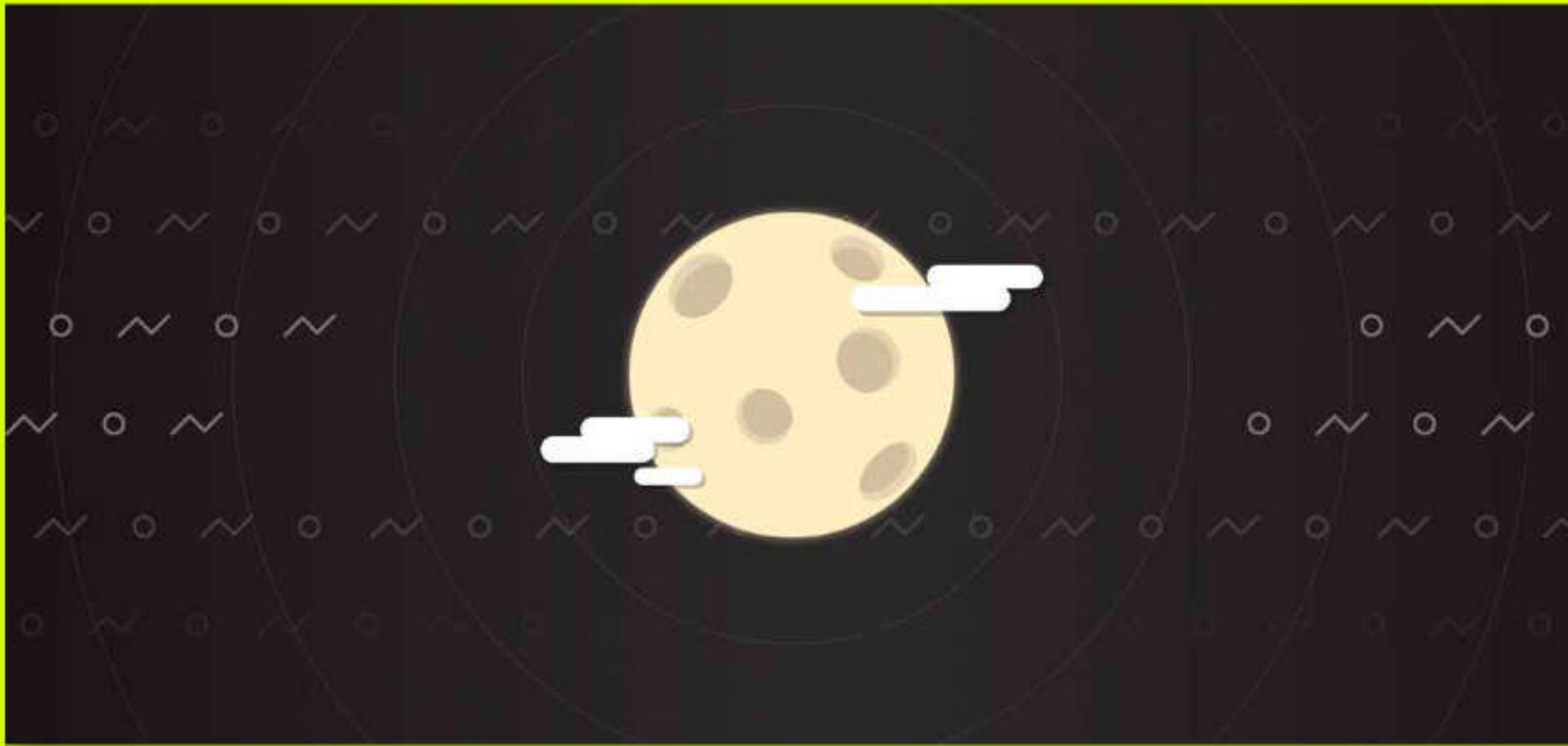
Adobe Illustrator



Affinity Designer

ILLUSTRATOR

Design Deskmat



CONCEPT

“ The design period coincided with the approach of the Chinese New Year, which happened to be a full moon night that year. This made the design a part of the celebration festival on the launch day, resulting in a total sales of 50 copies. ”



Adobe Illustrator



Affinity Designer

PHOTOGRAPHY



CONCEPT

"At first, I was quite lost about how to convey emotions effectively through photographs. Given that I was overwhelmed with work at the time, I decided to scale things down, focusing on concise execution while aligning the scenes and models with our vision. I chose to use cinematic techniques that convey a story or narrative within the image itself—inviting the viewer to interpret through observation, without captions or motion. This led us to approach the photography process as follows."



Adobe Photoshop



Adobe Lightroom

PHOTOGRAPHY ✿ "Concert Cameraman for JohnnyJohnny Band at Gluessound (Reggae/R&B/SKA)"

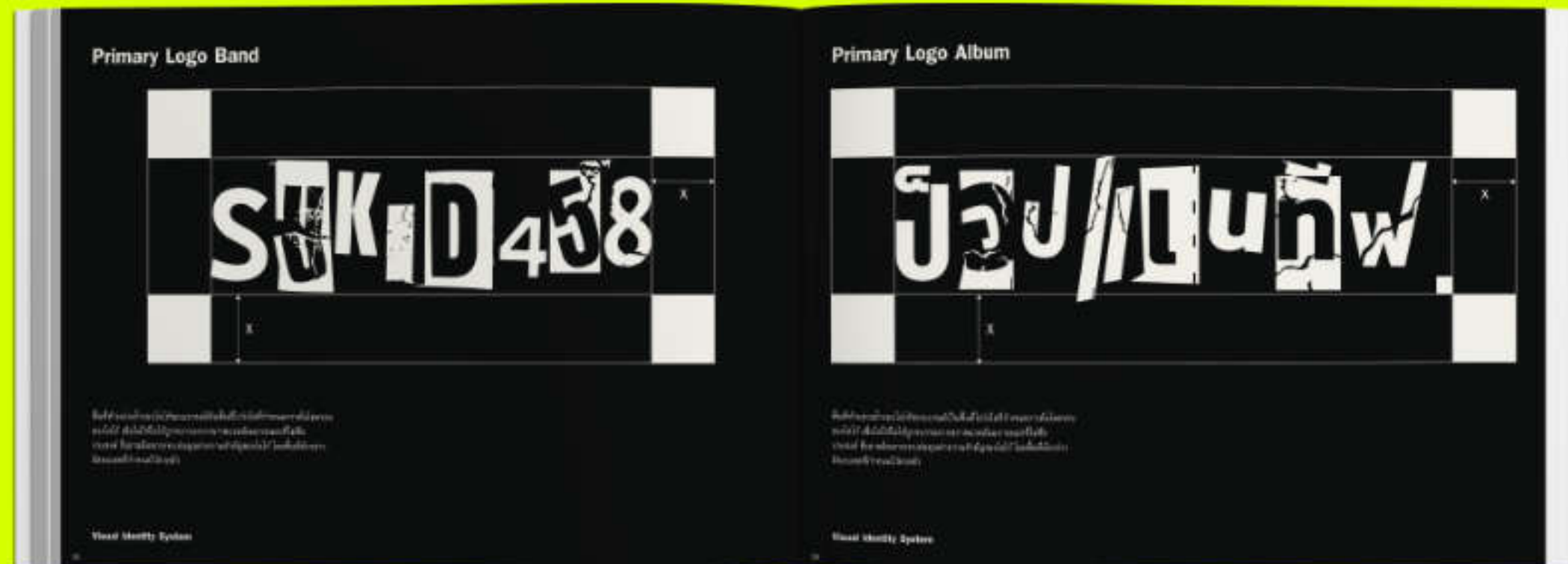


SUKID458 ❖ "Desys Thesis Exhibition 2026 AT JWD art space" 20 Feb - 22 Feb 2026



"Elevating the visual identity of SUKID458's Pop // Native album to bridge the gap between its great music and its lackluster branding, creating a more memorable and cohesive presence." ❖

SUKID458 ❖ "Corporate Identity for SUKID458 Album pop // native ."





GAME DESIGN

“Slice, Suffer, Serve!” Available On Steam



“ In Slice, Suffer, Serve!, you’ve just landed the most unique job of your afterlife, serving ghostly customers at a restaurant. But they’re not known for their patience!—Slice up human ingredients and serve ghostly customers before they get too angry.



Get ready for a fast-paced, fun, and strange cooking game where you have to stay calm under pressure and keep your ghost customers happy. Make too many mistakes, and the ghosts might just haunt you! “



Available on Steam now !

“ Slice, Suffer, Serve! ” ; Point & Click, Indie Casual



Position : Artist
Game designer



The project requires a duration of 2 months

GAME DESIGN

INTO WONDERLAND OF Game Talent Showcase 2022



"Story about a man who is living in a darkness world, one day on his way back home he found a kid asking him to help him find his lost rabbit. He got to go on an adventure helping others though out his journey, and realized the world he's living in is colorful too."



Winner of Global Game Jam 2022 Chiang Mai Site
Winner Best of Sound of Game Talent Showcase 2022

✿ Position : 2D Environmental Artist
Background Artist
Project Pitching



Aseprite



Affinity Designer



Adobe Illustrator



The project requires a duration of 1 month

GAME DESIGN

Battle age of EPIC MEGAJAM 2020 by Unreal Engine



"It's been a long time, but we're not done yet. This is the theme of this competition, which allows our team to interpret that wars have existed throughout various eras, such as the Stone Age, the Middle Ages, the Late Middle Ages, the World Wars, and the future world. In comparison to the present, there is also what we call political warfare. This inspired us to design this game."



✿ Position : Character Designer
Level Designer
2D Environmental Artist



Procreate



Adobe Illustrator

The project requires a duration of 1 week

GAME DESIGN

HOST PARTY of GameJam from Home by DAYDEV



“Your Old School House Party. This is the theme of this competition, Boxie need to solve problems in his house party so Mommy won't know that Boxie host a party at home.”



✿ Position : Character Designer
2D Artist



Adobe Illustrator

The project requires a duration of 1 week

Everything will begin when :

```
print("Hello World");
```

```
create new paper.
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