



Kitikhun “Pan” Vongsayan [visual development](#), [art direction](#) & [illustration](#)

[kitikhun-pan](#)
2012 - 2016: USA:
2008 - 2011: TH:

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Academy of Art University, San Francisco, CA USA: Master of Fine Art(MFA), Visual Development
Silpakorn University, Thailand: Bachelor of Fine Art(BFA), Visual Communication Design

Work Experience

- 2017 - Now: USA: Playstudios: [Senior Art Director](#)
- manage and art direct content teams ranging from in-house to overseas outsourced production houses from pre-production to post-production in various Playstudios products. Ex, MyVegas, Royal Charm Slots, NBCU Slots, Fox Slots, etc
 - create pitches, designs, productions, graphic designs, UI/UX flows, visual developments, animations
 - create style guides, manage pipelines from in-house staff to overseas outsourced production houses
 - mentor and manage art directors from in-house staff to overseas outsourced production houses
- 2021 - 2022: TH: Igloo studio: [Art Director](#)
- create style guides, improve pipelines from in-house staff to overseas outsourced individuals
 - manage and art direct 3D animated series “Fluffy”
 - do pitches, designs, pre-production assets
- 2019: TH: Sara K. Sampson’s Personal project: [Visual Development Artist](#)
- responsible for visual development for “PB+J”
- 2016 - 2017: USA: Tonko House: [Designer, and Painter Intern](#)
- responsible for designs, and paints for the Dam Keeper: World without Darkness
 - responsible for Tonko House’s merchandises
- 2016: USA: Flutterby: [Concept Artist](#)
- responsible for visual development and color script
- 2016: USA: Playstudios: [Concept Artist Intern](#)
- responsible for making pitch materials for Playstudios
 - responsible for designs, and create games for Playstudios
- 2016 - 2018: USA: SOBA productions: Sonder short film: [Concept Artist](#)
- responsible for visual development and color script
- 2013: USA: Opal Summerfield and The Battle of Fallmoon Gap - Graphic Novel: [Designer and Illustrator](#)
- responsible for visual development and illustrations
- 2013: AUS: ShoeMart: [Illustrator](#)
- responsible for a commercial advertising materials for Shoe Mart
- 2011 - 2012: TH: Skylight Pictures: [Background Painter](#)
- responsible for creating backgrounds for 2D animated series
- 2010 - 2011: TH: Studio-Hive: [ConceptArtistIntern](#)
- responsible for design and paint the graphic novel “Romeo and Juliet the war” wrote by Stan Lee
 - responsible for creating in-game assets for in-house game projects

Experience

- 2018: USA: Sketchpad Gallery: Art Exhibition “The Good Death”: [Exhibitor](#)
- 2018: USA: Chinese Culture Center of San Francisco: Art Exhibition “Dogs,Dogs,Dogs! A Lunar New Year”: [Exhibitor](#)
- 2018: USA: Sketchpad Gallery: Art Exhibition “From Bay to U”: [Organizer, Curator, and Exhibitor](#)
- 2018: USA: Sketchpad Gallery: Art Exhibition “2C4C First Step: BREAK SILENCE//”: [Organizer, Curator, and Exhibitor](#)
- 2017: USA: Sketchpad Gallery: Art Exhibition “Meow That’s What I Call Art! Vol.1”: [Exhibitor](#)
- 2017: USA: The Loin SF: Art Exhibition “Monsters and Robots Art Show”: [Exhibitor](#)
- 2017: USA: Academy of Art University: [Guest speaker](#)
- share experiences and knowledge with recent graduates
 - advise graduate students on their thesis projects
- 2013: TH: Cartoon Napralarn Festival 2013: Art Exhibition: [Exhibitor, Designer, Curator and Executive Assistant](#)
- collaborate with the event’s president and staff to create the exhibition from event planning to post-event
 - responsible for selecting and curating the artworks to be displayed at the event
- 2010: TH: Cartoon Napralarn Festival 2010: Art Exhibition: [Exhibitor, Designer, Curator and Executive Assistant](#)
- collaborate with the event’s president and staff to create the exhibition from event planning to post-event
 - responsible for the event’s appearance, designs, and advertising materials (Animated short film)
 - responsible for selecting and curating the artworks to be displayed at the event
- 2010: TH: Gift Festival 2010: Art & Music Exhibition: “Giftba Giftba”: [Organizer and Lead Visual Designer](#)
- responsible for the event’s appearance, designs, and advertising materials (Animated short film)
- 2010: TH: Thailand Animation Contest 2010 by Ayudhya Allianz C.P: [Guest speaker](#)
- provide visions and encourage young animators, designers, and artists to find their own voice in the animation industry

Award

- 2017: JP: The 102nd NIKA Exhibition Design Section 2017 “The Good Death”: [2nd place - Special Selection “Woman in Red”](#)
- 2017: USA: AAU Spring Show 2017: [1st place - Visual Development for Animation](#)
- 2015: USA: AAU Spring Show 2015: [Runner up - Visual Development for Animation](#)
- 2014: USA: AAU Spring Show 2014: [1st place - Visual Development for Animation](#)
- 2009: TH: Thailand Animation Contest 2009 by Ayudhya Allianz C.P: [1st place - Short Animated Film “Change Make a Change”](#)