

Paxton

Pojsawee Likhitcharoen

Junior 3D generalist

Lighting • Look Development • Motion Graphics • Product Visualization

Sydney, Australia
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Portfolio

Creative 3D Generalist with a passion for crafting engaging visual experiences through lighting, look development, motion graphics, and product visualization. Skilled in transforming ideas into high-quality 3D content from concept to final render using Blender, Maya, and the Adobe Creative Suite. A collaborative and detail-oriented designer who enjoys solving creative challenges and continuously exploring new techniques to deliver impactful visual storytelling.

Core Competencies

3D Modelling
Lighting
Look Development
Product Visualisation
Motion Graphics
PBR Texturing
Creative Problem Solving
Post-Production
Compositing

Technical Skills

Blender
Autodesk Maya
Adobe After Effects
Adobe Illustrator
Adobe Photoshop
Adobe Substance Painter
Davinci Resolve

Projects

My Favourite On(c)e (Major Project)	Wag and The Gecko (Collaborative Project)	Cloudy Co. (Product Advertisement)
Concept & Story Development Modelling Texturing & Materials Lighting Look Dev VFX Rendering & Compositing	Animation Polishing Shot Lighting Look Development	Modelling Product Animation Motion Graphics

Professional Experience

OLL (Oh Lorelei) – 3D Design Intern
Jun - Aug 26 | Sydney, Australia (Remote)

- Produced 3D product visualisations and marketing assets.
- Collaborated with founders and fellow interns on creative campaigns.
- Refined designs through weekly feedback and reviews.
- Produced 3D renders for digital campaigns.

Education

2018 - 2022

Bachelor of Technology
(Digital Media)
Bangkok University,
Thailand

2023 - 2026

Bachelor of 3D Design
and Animation
Torrens University,
Australia