

Sirapob Muenkraithong (Jobs)

Visual Designer & Illustrator ■

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PORTFOLIO DESIGNED & MAINTAINED BY ME

■ PROFILE

- Sole designer of the Cloud and Big Data Products Department at National Telecom since August 2024. More than 50 sales and management colleagues build their own material from the template systems I made, and send it to me for a check before it goes out.
- Visual designer and illustrator — freelance since 2021, in-house since 2024. I draw the characters and key visuals in my projects myself rather than sourcing stock, and carry them across print, digital, motion and physical space.

■ SELECTED PROJECTS

Event Identity — Newbie New Journey

National Telecom (NT) / Nov 2024.

Full identity for the department's staff onboarding event, with NT's corporate mascot redrawn in a custom line style and carried across seven posters, merchandise (commemorative stickers, a keychain and ice-cream packaging), two videos and presentation templates. Solo in 14 days, approved without revision.

Event Identity — COSCI Mystery Open House

Srinakharinwirot University / 2019.

Illustration-led identity for a university open house: logo, key visual, stage visuals, signage, banners and flags, carried through a 45-day production.

Card Illustration — Rogue's Odyssey

Indie roguelike ARPG by Duggoman / 2026 / Freelance.

Selected for the developer's community artist program. Three in-game card illustrations of the Tomb Guardian character, working from the developer's reference and style brief. Further commissions ongoing.

■ PROFESSIONAL EXPERIENCE

Graphic & Visual Designer / Aug 2024 – Present

National Telecom Public Company Limited (NT) — Cloud and Big Data Products Department, Bangkok / contract title: Computer Officer.

The only designer in the department, across two brands: NT Cloud Solutions and GDCC. Social artwork, event graphics, illustration, motion content, and production files with print quality control.

- A three-month illustrated Facebook series making cloud products (backup, cybersecurity, AI) easier for a general audience.
- GDCC Overview, a 72-second motion graphic: storyboard, illustration, animation, motion typography, music selection, edit, export. No voice-over by brief, so it had to work as a silent loop on ad screens. Screened at the "9 Years of DE" event (2025).
- Three to five event visuals and three social artworks a month, about two projects in parallel — the largest a 14-slide launch narrative for GOV Cloud 2025, delivered in 7 days.

PROFESSIONAL EXPERIENCE (continued)

Graphic Designer & Illustrator / 2021 – Present

Selected freelance projects, Bangkok —
concurrent with the full-time role since Aug 2024.

Project-based illustration, character design, merchandise and game assets for companies and creators. I take briefs directly from clients, from concept through final delivery.

- Illustration work spanning a VTuber costume redesign (concept, character sheet, turnaround, props, palette, key visual and merchandise, prepared for Live2D handoff) and in-game card art, working from client briefs, reading the world and style that already exist, then adapting my line to fit them.
- Mentored an in-house graphic designer at On This Day Co., Ltd. through weekly one-on-one coaching.

Graphic Design Intern / 2020 / 3 months

Mission To The Moon Media, Bangkok.

Podcast artwork and editorial illustrations, published on the company's YouTube, SoundCloud and Facebook channels.

CORE COMPETENCIES

VISUAL IDENTITY:	Key visual design / Social media artwork / Icon systems / Layout and typography / Presentation design.
ILLUSTRATION & MOTION:	Character design / Illustration direction / Storyboarding / Motion graphics / Motion typography / Video editing.
EVENT & ENVIRONMENTAL:	Signage / Stage visuals / Banners and flags / Event collateral / Merchandise graphics / Production files / Print proofing.

TOOLS

DESIGN & ILLUSTRATION:	Adobe Illustrator / Figma (basic) / Procreate / Clip Studio Paint / Adobe Photoshop / Adobe InDesign / Canva.
MOTION, VIDEO & WEB:	Adobe After Effects / Adobe Premiere Pro / CapCut / Microsoft PowerPoint / WordPress.

AWARDS & RECOGNITION

- **Porter Robinson replied to my fan art, 2024.** An illustration for his track "Cheerleader," posted on my own account; he commented and pinned it.
- **Second Runner-Up — NIA Creative Contest 2019.** "Observers," a speculative 2D animated short about personal AI, produced in a two-person team and selected among 10 finalist teams.
- **5th Place — Webtoon Academy Thailand 2024.** Background artist for "The 6th Night," a horror-thriller webtoon produced in a five-person team.

EDUCATION & LANGUAGES

Bachelor of Arts (B.A.) — Interactive and Multimedia Design.

Minor: Cyber Business Management.

College of Social Communication Innovation, Srinakharinwirot University / Graduated 2021.

Thai — Native / English — TOEIC 795 (July 2025).