

CURRICULUM VITAE

Poe Sriwatanathamma

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EDUCATION:

Silpakorn University, Thailand 2021 - 2025

PhD in Design Arts (International Program)

Thesis: *Developing Visual Narrative Experiences to Relieve Depressive Symptoms Through Game Design for Bangkok's Millennials*

New York University, United States of America 2017 - 2019

M.F.A. in Game Design

Thesis: *Mim*

Advisors: Frank Lantz and Naomi Clark

Mahidol University International College, Thailand 2008 - 2012

B.A. in Animation Production (Honored)

Thesis: *Manphajon*

Advisors: Aaron D. Schmidt

University of New South Wales, Australia 2006 - 2007

Completed 52 Credits in Bachelor of Industrial Design

PUBLICATION

Gamifying Cognitive Behavioral Therapy Techniques on Smartphones for Bangkok's Millennials With Depressive Symptoms: Interdisciplinary Game Development

2023

Journal of Medical Internet Research: Serious Games (Scopus Q1)

Developing a Framework for Interactions in CBT-Based Serious Games on Smartphones

2023

International Journal of Gaming and Computer-Mediated Simulations (Scopus Q3)

AWARDS

The Thai Digital Content Go Global 2026

The winner: BlueLine

ASEAN Animation Contest 2014

Honorable prize for an animation short, Spender Thailand representative

Digimedia Contest 2013: Animation 2013

First prize for animation series, Rocky Dollies

Media Arts Exhibition at Bangkok Art and Culture Centre

Selected senior animation project from Mahidol University International College 2012

Selected 3rd year project from Mahidol University International College 2011

Selected 2nd year art work from Mahidol University International College 2010

PROJECTS

Mim Feb 2018 - May 2019

Producer and Lead Artist

Mim is a 2D adventure platformer game where a young lost seedling journeys through a dark, mystical underground world to find her mother.

Showcased at NYU Game Center Showcase 2019 and Pixel Pop Festival 2019

Yumi's Home Sep 2018 - Dec 2018

Game Designer and Lead Artist

Yumi's Home is a first person 2D narrative game about depression, familial obligation, and isolation. The game focuses on Yumi Mendez, the twenty-three year old protagonist, who moves home after graduating college to help take care of her Great Aunt Nena.

Showcased at Samsung Gaymer 2019 and Official selection at Code Liberation x BFIPop Games Exhibition 2018

The Rocky Dollies July 2013 - Apr 2015

Producer, Lead Pre-Production and Production

Rocky Dollies is a 2D series of shorts aimed at pre-school children. The objective is to teach children about experience and to take what they learn to adapt towards their own.

Presented at Asian Animation Summit at Jeju Island, South Korea.

Daily Life of Poe.S

2014 - 2015

Content Producer

A Facebook's group filled with short comics about Poe.S with 150,000 followers

TEACHING EXPERIENCE

King Mongkut's University of Technology Thonburi

Instructor at Digital Design & Creative Technology

Jan 2023 - Present

Thammasat University

Special Instructor at Digital Innovative Design & Technology Center

Aug 2019 - Dec 2022

New York University

Student Counseling for Animation for Games

Jan 2019 - May 2019

Teaching Assistant for 2D Art & Animation

Sep 2018 - Dec 2018

Student Counseling for 2D Art for Games

Sep 2018 - Dec 2018

Mahidol University & Mahidol University International College

Guest Lecturer on "Breaking into The Animation Industry"

2014 - 2016

WORK EXPERIENCE

Rocky Dollies Studio

Sep 2013 - Nov 2016

Bangkok Metropolitan Area, Thailand

Directing Manager and Art Lead

*A twelve episodes animation series about English grammar
for Ministry of Education*

2015 - 2016

Journal illustrations for Department of Physiology

2014 - 2015

Infographic Animation for promoting Department of Physiology

2014

Book illustrations and scarf design for Siam Commercial Bank

2014

Tenderhook Studio

Feb 2012 - Jan 2013

Bangkok Metropolitan Area, Thailand

Graphic Designer

*Rebranding Samitivej Hospital website**Rebranding website for NIST International School**Rebranding website for Khiri Travel***Little Airplane Productions**

Oct 2011 - Dec 2011

Manhattan, NYC

2D Artist (Internship)

*Worked on social media branding key art for the TV series, Small Potatoes***Studio Hive**

Feb 2011 - May 2011

Bangkok Metropolitan Area, Thailand

Concept Artist (Internship)

*Concept Artist for the animated series, Ben10***LANGUAGES**

English - Fluent

Thai - Native

SKILLS

Game design

Unity / C#

Concept art

Film editing

2D and 3D Animation