

JAIPETCH (BELL) VIMUTTINUNT

Visual Development Artist & Illustrator

ABOUT

Visual development artist skilled in environment and prop design. Team player with strong communication and collaboration skills.

RECENT EXPERIENCE

Visual Development and Background Artist

CHOCOMOMENT animation (2025-Present)

- Storyboard and Layout Design
- Develop environment ,props and graphic design for the set
- Draw and color background illustrations for the show
- Art direction and Color script for the specific episode
- 3D model with Maya for space design and illustrations

Visual Development Artist Personal projects (2024-Present)

- Develop project concept and story through storyboarding, key moment sketches, and cinematic moment painting.
 - Design characters, environments, set dressing and props
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AWARDS & EXHIBITIONS

Solo Exhibition, Urban Landscape Paintings ,San Francisco (2026)

Featured Artist Group Exhibition, New York (2026)

Winner, Abstract Painting; Featured Artist, Environment, Prop Design,Character Design, Narrative Illustration

Spring Show Exhibition, San Francisco (2025)

Featured Artist, Landscape Paintings; Featured Artist, Environment Design Spring Show Exhibition, San Francisco (2024)

Honorable Mention Artists For Climate, TED Countdown (2021)

Featured Artist Summer Art Festival, Japan (2021)

Special Prize MPCO International Comic Competition (2018)

Finalist Shelter International Space Design Competition (2016)

Finalist National Google 4 Doodle Competition, Thailand (2012)

ADDITIONAL EXPERIENCE

Game Design and Art Teacher San Francisco (2026-present)

Freelance Illustrator & Graphic Designer Bangkok (2020-2023)

Art Studio Instructor Bangkok (2017-2018, 2020)

Architecture Intern NASCA Company, Tokyo, Japan (2016)

Art Director of stage and props Theater, Bangkok (2013-2015)

CONTACT

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Portfolio

<https://jaipetchbell.myportfolio.com/>

EDUCATION

Master of Arts in Game Development

Emphasis in Visual Development
Academy of Art University
First Class Honours
(2023-2025)

Bachelor of Architecture

Chulalongkorn University
Second Class Honours
(2012-2017)

KEY SKILLS

Technical Tools

Adobe Photoshop, Illustrator
Procreate, Revit, Blender,
Sketch Up, Maya

Visual Development

Prop design, Environments,
Graphic design, Characters,
Storyboard, Color Script

Traditional Art

Drawing, Watercolor, Acrylic,
Gouache, Oil, Clay
Sculpture, Model making

Languages

English & Thai

