Luzala Tamrakar

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ABOUT ME

I'm a visual designer with a background in Animation and Advertising from Webster University, now diving deeper into game design in Thailand. I love creating illustrations, concepts, and 2D game assets that tell a story and make people feel something.

My work blends creativity with a bit of strategy always aiming to bring ideas to life in a way that connects with players and viewers. Whether it's for a client project or a personal piece, I enjoy collaborating, experimenting, and turning imagination into visuals that speak on their own.

EXPERIENCE

Freelance Illustrator

2025-Present

Graphic Designer | Video Editor

Discovery World Trekking / July 2024 - September 2025

- Designing visually appealing graphics for various media (including social media, websites, etc.) related to trekking and travel.
- Conceptualizing and creating engaging video content specific to trekking and travel.
- Editing and enhancing video footage using video editing software, ensuring high-quality output.

2D Game Artist | Graphic Designer

Danson 360 / November 2022 - December 2023

- Created engaging and visually appealing 2D game assets, such as characters, backgrounds, and user interface elements.
- Collaborated with the development team to understand game requirements and deliver high-quality artwork within project deadlines.
- Ensured consistent art style and maintained visual coherence throughout the game.
- Designed various marketing materials, including banners, posters, and social media graphics, to promote products or events.

Motion Graphic Designer

Karma Marketing & Sales / Feb 2021 - Sep 2021

Event Coordinator

Campus Activites, Webster University/ Feb 2019 - May 2021

EDUCATION

Diploma in Video Game Design
RAFFLES INTERNATIONAL COLLEGE 2027

Bachelor of Animation
WEBSTER UNIVERSITY 2021

TECHNICAL SKILLS

- Adobe Suite (Photoshop, Illustrator, After Effects, Premier Pro)
- Autodesk Maya
- Blender
- Figma
- Procreate

HOBBIES

Sketch, Paint, Swim, Music, Video Games