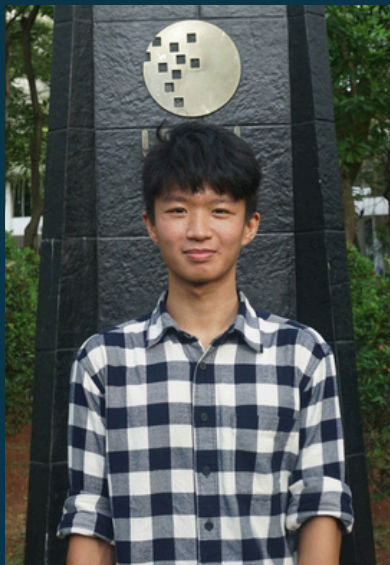# CURRICULUM VITAE

2025

3D TECHNICAL ARTIST

LINGUAL:

indonesia
English

SOFT SKILL:

Public Speaking
Problem Solving
Adaptive
Creative
Teamwork

Interests

| Volley | Coding | Travel | Read | Movies |

SOCIAL

✉ aldrichaldo7@gmail.com

in Aldo Aldrich

⬡ Atxada

WEBSITE

🌐 Website Link

Aldo Aldrich

ABOUT ME:

I am a **technical artist specializing in rigging**. I have worked in the industry for 4 years and handled various projects such as game ads, in-game character rigs, and short movies.

In addition to rigging, I love to experiment with coding for different purposes, like tool creation or game development. I'm excited to keep growing in this industry and looking forward to all the projects I can contribute.

SOFTWARE

Autodesk Maya (Rigging, Scripting, Modelling)

Visual Studio Code (Python , C++ (Beginner))

Unreal Engine 5 (Game Dev)

EXPERIENCES

GLOW PRODUCTION - (2025)
Rigging Artist
-Working on various confidential rigging project

MOSMOSS STUDIO - (2022 - 2025)
Rigging Artist / Technical Artist
-Coordinate with animation team to provide rig features as needed
-Create a solution for rigging or technical problem
-Create collection of script for rigging team to maximize efficiency

SHANI GRADUATION CONCERT (LAST VOYAGE) - (2024)
Unreal Engine Artist
-Design interactive character animation by user input (enhanced input)
-Design a blueprint for dynamic lighting and character class
-Lighting and Packaging the project

GUEST LECTURER SAE INSTITUTE - (2023)
Advanced Animation and Visual Effects Class
-Teach full rigging workflow inside Autodesk Maya
-Mentor each student for their progress and problems

LABORATORY ASSISTANT - (2022)
Teaching Assistant
-Give weekly feedback on student's assignment about hybrid movie progress
-Give explanation for animation workflow
-Help lecturer arrange class activity

EDUCATION

MULTIMEDIA NUSANTARA UNIVERSITY (2019-2023)
Film Bachelor

INFORMAL EDUCATION

UNREAL ENGINE 5 C++ THE ULTIMATE GAME DEVELOPER COURSE (2023)
Instructor: Stephen ulibarri
-Creating game from scratch (World building, player movement, collision system, animation blueprint, blueprint system, enemies combat, items, etc.

LEARN C++ FOR GAME DEVELOPMENT (2023)
Instructor: Stephen ulibarri
-Learn basic c++ syntax, working with data, and object oriented programming