JAMES RIYADHI H

3D GENERALIST

PROFILE

Hi! I'm a 3D Artist who has been in the animation industry since 2019, starting as a freelancer. Previously, I worked as a PIC (Person In Charge) Rigger at Hompimpa Animation Studio, where I contributed to various animation projects, including rigging characters for the well-known IP BoBoiBoy. I am now working full-time as a freelance 3D Artist, focusing on character rigging, 3D modeling, and animation projects.

WORK EXPERIENCE

Solar Studio   **2019-2021**
3D Modeling

- 3D Model Creation from References – Build accurate 3D models based on provided images or concept art.
- Materials, Textures & UV Mapping – Apply textures, create materials, and perform UV unwrapping for production-ready models.
- Rigging Preparation – Ensure all models are properly structured and optimized to be riggable for animation.

Hompimpa Animworks   **2021-2025**
3D Rigging

- Create fully functional rigs for 3D characters (humans, animals, or fantasy creatures).
- Build body rigs including skeletons, joint placement, and constraints.
- Develop facial rigs using blend shapes, bones, or control curves for expressions.
- Implement advanced deformation techniques (muscle systems, corrective shapes, skinning).

Freelancer 3D Generalist   **2025-20xx**

- 3D Modeling from Image References – Create detailed 3D models of characters, props, or environments based on client-provided images or concepts.
- Character & Prop Rigging – Build professional rigs ready for animation, including body and facial controls if needed.
- Animation – Animate characters or props according to client requirements, including movements, actions, or expressions.
- Rendering – Produce high-quality renders of models or animations if required by the project.
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CONTACT

- 62 888-1506-070
- zamzam.james.work@gmail.com

EDUCATION

MULTIMEDIA
2016 - 2019
SMKN 2 GARUT

BDI DENPASAR
2020
Rigging Classes

SKILLS

- 3D MODELING
- 3D RIGGING
- 3D EFFECT
- HTML,CSS,JAVA,PYTHON
- UNITY 3D
- BLENDER

LANGUAGE

- Indonesia
- English