

Adhi Hargo

Work Experiences

August 2016 - current

Pipeline TD. MSV Pictures, Yogyakarta

- “Ajisaka” feature film: pipeline design, research and programming.

July 2015 - June 2016

Lead Programmer. BASE Studio, Denpasar

- Pipeline programming – custom tools built on Autodesk Shotgun, studio network infrastructure setup.

December 2014 - June 2015

Lead Programmer. Infinite Studios, Batam

- Pipeline programming – maintenance and further development of existing production tools.

December 2014

CG Artist.

- “Oki dan Nirmala” series: character rigging.

February 2014 - December 2014

Technical Director. Saestudio, Yogyakarta

- “Kampung Story” webseries: pipeline programming, scene layout, character rigging & animation.

September 2013 - October 2013

Freelance CG Artist. Hicca Animation Studios, Yogyakarta.

- “Uwa and Friends”: character rigging.

May 2013 - August 2013

Programmer, OHA Studios, Bandung.

- Writing software addons for animation studio production pipeline.

November 2012 - April 2013

CG Artist, OHA Studios, Bandung.

- “The Adventures of Wanara”: character rigging.

October 2012 - November 2012

Freelance CG Generalist, Dreamtoon / Dreamlight World Media, Yogyakarta.

- “Abunawas”: character animation and rigging.

February 2012 - August 2012

3D Generalist/Technical Director, Hicca Animation Studios, Yogyakarta.

- “Uwa dan Rimba Indonesia”: character rigging, effects animation.

November 2011 - December 2011

Animation Trainer. Animotion Academy, Surabaya.

- Teaches basic character animation principles: elementary animation physics, body mechanics, animation workflow, standard walkcycle/runcycle.

February 2011 - September 2011

3D Artist. Cleo Motion Studio, Yogyakarta.

- “Dagelan Bakoel” opening scene: environment modeling & texturing, network rendering, compositing.
- Blender Workshop, 21-22 May 2011, FT UGM.
Modeling and animation trainer.

August 2010 - January 2011

Resident team member. Open Studio Society, Yogyakarta.

- Proyek Seruling (<http://serulingproject.blogspot.com>)
Project documentation, character rig Python scripting.
- Blender Workshop, 22-23 November 2010, PPTIK UGM.
Animation trainer, modeling assistant-trainer.
- (*until late 2011*) Volunteer administrator for Forum Blender Indonesia (<http://blenderindonesia.org/forum/>).

Tools Written/Contributed To

Fluid Concept (http://github.com/adhihargo/fluid_concept)

Custom workflow tools for Saestudio (animation, texturing, compositing, video editing).

ADH Rigging Tools (<http://github.com/adhihargo/rigging-tools>)

Personal tools for rigging tasks: controller shape, vertex group, bone setup management.

OHA Animation Tools (http://github.com/adhihargo/animation_tools)

Various animation tools for OHA Studios: render preset, quick multiple proxy creation, animation baking, quick playblast.

OHA Layout Tools (http://github.com/adhihargo/layout_tools)

Layout tool for OHA Studios: one-button tool to splice single animatic file into multiple layout files, extracting one audio file for each.

Import Rig (http://github.com/adhihargo/import_rig)

A simple tool to automatically import a rig and its script, then generate a local proxy of the rig.

Add Camera Title-Safe Frame (<http://github.com/aditiapratama/script-dev>)

Custom mesh-based title-safe frame (Blender's own frame won't show up on OpenGL render).

Camera Selector (<http://github.com/fsiddi/blender-addons>)

Add tools to create camera-bound timeline marker, for single-scene switching of multiple cameras.

Software Proficiency

OSs

Microsoft Windows, Ubuntu GNU/Linux.

3D suites

Blender, 3dsmax (rudimentary), Maya (rudimentary).

Asset management

Subversion, Mercurial, Git, Blenderaid, Autodesk Shotgun.