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# Adhi Hargo

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Work Experiences

*August 2016* - current
### Pipeline TD. MSV Pictures, Yogyakarta

- Pipeline design, research and development.

*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. Lautan Animasi, Yogyakarta

- "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.