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Adhi Hargo

Work Experiences

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-render, 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/).

Software Proficiency

OSs	Microsoft Windows, Ubuntu GNU/Linux.
3D suites	Blender, 3dsmax (rudimentary), Maya (rudimentary).
Asset management	Subversion, Mercurial, Git, Blenderaid.