



REYQYULANGIE DIDIK PIKATAN

Address : Jl. Lembah Pedangkungan No. 1, Singocandi RT 04 RW 01 Kudus
Phone : +62816666639
Email : reyqyulangied@gmail.com
Instagram : @apprdp
Website : <https://kyuuriu.github.io/portfolio-web/>

OBJECTIVE

Aspiring and skilled VFX & Compositing Artist with a specialization in animation from SMK Raden Umar Said, and hands-on experience in stylized and procedural VFX for animated series. With one years of experience, I have developed a strong foundation in tools such as Houdini FX, Unreal Engine, Nuke, Fusion, Maya and Blender, and have been entrusted to create and optimize VFX assets in various productions. I am particularly interested in enhancing FX pipelines for real-time and animated storytelling, and contributing both creative and technical solutions in a collaborative production environment.

PROFESSIONAL SKILL

Software Skill

- Houdini FX
- Nuke
- Fusion
- Blender
- Unreal Engine
- Maya

Soft Skill

- Creative Planning
- Technical Problem Solving
- Team Communication
- Deadline management

EDUCATION

SMK Raden Umar Said Kudus - Animation

2022 - 2025

Specialized in 2D/3D Animation and Visual Effects. Focused on FX design, LRC, and procedural workflows using Houdini, Nuke, Maya, and Blender.

Awards : "Warnada" 1st Place Amikom Video Competition 2023 - as Technical Director, LRC Artist, Rigger, and VFX Artist

EXPERIENCE

RUS Animation Studio

Jan - Dec 2024

Wakakibo Season 2 - Animated Series

- Designed and simulated dynamic ocean scenes interacting with characters using FLIP Fluid Simulation in Houdini.
- Built procedural FX setups with geometry nodes to generate realistic elements such as waves, foam, and other ocean effects.

The Scavengers - Animated Series

- Developed cinematic smoke, particle, and laser simulations using Niagara System in Unreal Engine.
- Created a custom FX blueprint setup to enhance visual storytelling and real-time effects.

Nyla - 2D Animated Movie

- Responsible for compositing visual elements to achieve anime style using After Effects.
- Created stylized 2D FX, such as aura, amber particles, and fire, using noise-driven shape to enhance visual appeal.

Kapsul Waktu - Final Assignment

- Led the project's technical direction, ensuring an efficient and optimized pipeline. Also led LRC, VFX Artist Team

Glaid Studio

Oct - Nov 2025

Liro Divine Corruption - Game

- Responsible for creating character effects, also environment effects like dust, leaf and other game physics

LANGUAGES

- Indonesia (Native)
- English (TOEIC Score: 800)