
Azhan Rizan

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Summary

Multimedia Designer based in Shah Alam, Malaysia. Currently preparing to start my studies in Japan (ETA: 20th March 2024).

Skills

- **3D Art/Animation:** Proficient in Autodesk Maya and Blender, with some limited proficiency in Autodesk 3DS Max. Able to model characters and objects with simple rigging setups. Additionally able to animate human characters and objects, but somewhat weak at animating certain animals/creatures.
- **Graphic/Brand Design:** Proficient in Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Affinity Designer, Affinity Photo, and Affinity Publisher. Able to create posters, banners, and other marketing materials based on the specifications of the client. If the specifications are unknown, can create designs based on my own ideas and imagination. Additionally able to create a branding identity with multiple options and designs, as part of the creative process.
- **Video Editing & Motion Graphics:** Proficient in Adobe Premiere and Davinci Resolve, with some limited proficiency in Adobe After Effects. Able to cut and edit video with some basic colour correction. Additionally able to create some motion graphics and animations using Adobe Illustrator/vector files as the base.
- **XR Development:** Limited proficiency in Meta Spark Studio, but able to create animated content using both 3D and 2D animation techniques.
- **Web Development:** Proficient in HTML/CSS and Figma, with some limited proficiency in Svelte. Able to create an interactive website from scratch. Although mainly specialising in frontend development, can understand and execute some basic backend development.

Work Experience

Dipapansembilan Studio

Shah Alam, Selangor

2020.10 – 2024.03

Freelance Artist & IT Infrastructure Manager

- Assisted with some large-scale mural projects (mural art design production and painting murals).
- Created a new logo and brand for the company.
- Worked on some minor creative service projects on a on and off basis (graphic posters, 3D architectural visualisations, product design concepts, etc.)

- Maintained the company's IT infrastructure (NAS servers, internet routing, domain management, etc.)
- Worked on an XR project to make murals interactive via an Instagram filter.
- Created and maintained a tool written in Python to automate template size production for mural artworks.

Anima Vitae Point Sdn. Bhd.

2021.05 – 2021.07

Petaling Jaya, Selangor

Trainee Animator

- Retrained to value storytelling (symbolism, character dynamics, etc.) over just smooth animated motion when creating animation.
- Was assigned to the QC animation team during my final month for practical experience.

Blindspot Studios Sdn. Bhd.

2019.03 – 2019.07

Shah Alam, Selangor

Animation Intern

- Was responsible for animating the in-betweens for most scenes that I was assigned to.
- Occasionally was assigned to creating the key pose animations or camera setups for certain scenes.

Gancho Studios Sdn. Bhd.

2017.08 – 2017.10

Shah Alam, Selangor

Lighting & Compositing Intern

- Was tasked with setting up lighting rigs and creating material shaders for animation scenes.
- Worked in tandem with the lead compositor to help reduce render times and to enhance the look of the final render of each scene.

Education & Certifications

Bachelor of Media Creation

2024.04 – 2028.03

Kyoto Seika University

Sakyō-ku, Kyōto

Malaysian Skills Dip., 3D Animation Production Operation

2018.04 – 2019.07

KRU Academy

Bukit Jalil, Kuala Lumpur

Malaysian Skills Cert., 3D Production Supporting Operation

2017.01 – 2017.10

GIATMARA Kota Raja

Shah Alam, Selangor

Japanese-Language Proficiency Test N2

2023.07

PASS

Malaysian University English Test

2023.09 – 2028.09

BAND 4.5

Japanese-Language Proficiency Test N3

2022.12

PASS