Seta Murdha Pamungkas

3D Artist

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About

3D Artist specializing in game asset production with hands-on experience in modelling, sculpting, and texturing both stylized and realistic assets. Proficient in Blender, ZBrush, Substance Suite, and Unity. Background in AR development and indie game projects with strong collaborative and technical skills. Passionate about creating immersive worlds and efficient game-ready assets.

Education

UIN Malang - *BSc in Informatics Engineering*   *Graduated 2022*

Professional Experience

3D Artist - *Nouverior Studio*   *Feb 2024 – Dec 2024*

- Created optimized 3D assets with clean, animation-ready topology using Blender.
- Accurately textured models to match references using Substance 3D Painter.
- Contributed to high-quality game and animation visuals under tight deadlines.

Freelance 3D and Developer   *July 2023 – Present*

- Designed stylized and realistic 3D characters using ZBrush and Blender.
- Created both low-poly and high-poly environment models with sculpting workflows.
- Developed seamless materials and textures with Substance 3D Designer & Painter.
- Built AR-based interactive experiences using Unity and Vuforia SDK.

Skills

Languages: Indonesia (Native), English (C1)

Tools & Engines: Zbrush, Blender, Substance 3D Painter, Substance 3D Designer, Unity, Unreal Engine

Training and Other Experience

Multimedia Lab Assistant – UIN Malang, Indonesia

- Assisting professor's lecturer
- Assisting professor developing Neural Network using Unity Engine.

Agate Academy – Agate, Indonesia

- Trained in professional character modeling using Blender; delivered production-ready assets.

Fresh Graduate Academy Kominfo – Kominfo, Indonesia

- Designed complete 3D characters from sculpt to texture using ZBrush, Blender, and Substance.
- Recognized as one of the top students in the program.

Projects

Unity – Taqwa Soul Adventure   https://murdha-p.itch.io/taqwa-soul-adventure

- Designed characters, environments, and levels.
- Developed game flow and collaborated closely with programmers.

Unity – Farm World   https://murdha-p.itch.io/farm-worlds

- Led a 5-member development team.
- Designed game mechanics and created core assets.
- Programmed gameplay systems and managed version control.

Godot – Train Surfing   https://thefarmers.itch.io/watch-your-back-train-surfing

- Modeled and animated 3D characters.
- Created in-game audio and sound design.

Godot – Blusukan   https://thefarmers.itch.io/blusukan

- Directed a 4-person team in design and production.
- Designed characters and gameplay flow.