

# Character TD

## Ryan Arnanjaya

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## Experience

### Technical Artist Intern

*Visual Concepts Entertainment, Novato, CA*

Developed next-gen rigs for crowds & simulated jerseys.  
Streamlined weight painting pipeline by custom PyMel scripts.

### Character TD

*AAU StudioX, San Francisco, CA*

Accelerated rigging pipeline by custom Python & MEL scripts.  
Rigged the main characters & props of short films.

### Character Rigger Intern

*Enspire Studio, Jakarta, Indonesia*

Rigged characters with full-body muscle simulation.  
Developed auto-rig & muscle system.

### Technical Director/Rigger Intern

*Hompimpa Animation Studio, Surabaya, Indonesia*

Modeled, rigged, & cloth-simmed main characters.  
Researched & developed custom cloth-simulation pipeline.

## Education

### Academy of Art University, San Francisco, CA

*School of Animation and Visual Effects*

Bachelor of Fine Arts (3.9 GPA).  
Expected June 2021.

## Tools • Skills

Autodesk Maya, SideFX Houdini, Pixologic Zbrush, Substance Painter, Marvelous Designer, Shotgun, Perforce, & Visual Studio Code.

Rigging, Modeling, Animation, Dynamics Simulation, Texturing, Python, MEL, PyMel, & PySide.