Technical Artist
Ryan Arnanjaya

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Experience

Technical Artist
Visual Concepts Entertainment, Novato, CA

Spearheaded a quantum leap in jersey cloth-simulation through multi-departmental collaboration.
Researched and developed next-gen body rigs featuring real-time muscle deformation.
Elevated hair dynamics workflow and standards for NBA & WNBA players.
Pioneered internally-trained generative AI to the clothing rigging pipeline.

Technical Artist Intern
Visual Concepts Entertainment, Novato, CA

Developed real-time rig overhauls for male, female, & child crowds.
Accelerated weight painting pipeline by custom Python & PyMel shelf toolset.
Improved team efficiency by integrating an external tool to the existing pipeline.

Character TD
AAU StudioX, San Francisco, CA

Streamlined rigging process by custom Python scripts.
Rigged main characters & props of two short films.

CG Artist
Strawberry Mansion Film, San Francisco, CA

Selected for the Sundance Film Festival.
Managed facial rigging & animation.

Education

Academy of Art University, San Francisco, CA
School of Animation and Visual Effects

Bachelor of Fine Arts.

Tools · Skills

Autodesk Maya, Unreal Engine, SideFX Houdini, Marvelous Designer,
Substance Painter, Maxon Zbrush, Perforce, Git, & Visual Studio Code.

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