Technical Artist
Ryan Arnanjaya

RyanArnanjaya.com
linkedin.com/in/Ryan-Arnanjaya
RyanArnanjaya@gmail.com
858 847 8963

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 process by custom Python & PyMel scripts.
Rigged the main characters & props of short films.

Character Rigger Intern
Enspire Studio, Jakarta, Indonesia

Rigged characters with full-body muscle simulation.
Developed custom PyMel scripts for the muscle system.

Technical Director/Rigger Intern
Hompimpa Animation Studio, Surabaya, Indonesia

Cloth-simmed garments for main character.
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).

Tools · Skills

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

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