# Technical Artist
## Ryan Arnanjaya

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## Experience

### Technical Artist
*Visual Concepts Entertainment, Novato, CA*

Spearheaded jersey cloth-simulation overhaul & collaboration.
Researched and developed real-time muscle deformation.

### 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 scripts.
Rigged the main characters & props of short films.

### CG Artist
*Strawberry Mansion Film, San Francisco, CA*

Sundance Film Festival selection.
Responsible for 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, Autodesk MotionBuilder, Perforce, Git, & Visual Studio Code.

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