

Character TD

Ryan Arnanjaya

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

Experience

Character TD

AAU StudioX, San Francisco, CA

Accelerated rigging pipeline by custom Python and MEL scripts.
Trained Animators to use rigs and solve shot-specific problems.
Rigged the main characters and props of 3 short films.

Character Rigger Intern

Enspire Studio, Jakarta, Indonesia

Rigged 3 Characters with full-body muscle simulation.
Researched and developed auto-rig and muscle system.

Technical Director/Rigger Intern

Hompimpa Animation Studio, Surabaya, Indonesia

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

Education

Academy of Art University, San Francisco, CA

School of Animation and Visual Effects

Bachelor of Fine Arts (3.88 GPA).

Expected June 2021.

Skills

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

Software

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