

Technical Artist

Ryan Arnanjaya

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

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 (3.9 GPA).

Tools • Skills

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

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