RYANARNANJAYA@GMAIL.COM
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CHARACTER TD
RYAN ARNANJAYA

Character TD with Computer Science and Animation background.

EXPERIENCE

Visual Concepts Entertainment   Novato, CA
TECHNICAL ARTIST INTERN
- Developed next-gen rigs for crowds & simulated jerseys.
- Streamlined weight painting pipeline by custom PyMel scripts.

Enspire Studio   Jakarta, Indonesia
CHARACTER RIGGER INTERN
- Rigged characters with full-body muscle simulation.
- Developed auto-rig pipeline & muscle system.

Hompimpa Animation Studio   Surabaya, Indonesia
TECHNICAL DIRECTOR/RIGGER INTERN
- Modeled, rigged, & cloth-simulated main characters.

EDUCATION

Academy of Art University   San Francisco, CA
School of Animation & Visual Effects
- Bachelor of Fine Arts, emphasis in Rigging.

SKILLS

- Rigging
- Modeling
- Animation
- Dynamics Simulation
- Texturing
- Rendering

SOFTWARE

- Autodesk Maya
- SideFX Houdini
- Pixologic Zbrush
- Marvelous Designer
- Shotgun
- Perforce
- Python
- MEL
- PyMel