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|  | Character TD with Computer Science and Animation background. | | | |
| Experience | | | | |
|  | Visual Concepts Entertainment | | Novato, CA | |
|  | Technical artist Intern   1. Developed next-gen rigs for crowds & simulated jerseys. 2. Streamlined weight painting pipeline by custom PyMel scripts. | | | |
|  | Enspire Studio | | Jakarta, Indonesia | |
|  | Character Rigger Intern   1. Rigged characters with full-body muscle simulation. 2. Developed auto-rig pipeline & muscle system. | | | |
|  | Hompimpa Animation Studio | | Surabaya, Indonesia | |
|  | Technical Director/Rigger Intern   1. Modeled, rigged, & cloth-simulated main characters. | | | |
| Education | | | | |
|  | Academy of Art University  School of Animation & Visual Effects | | San Francisco, CA | |
|  | 1. Bachelor of Fine Arts, emphasis in Rigging. | | | |
| Skills | | | | |
|  | 1. Rigging 2. Modeling | 1. Animation 2. Dynamics Simulation | | 1. Texturing 2. Rendering |
| Software | | | | |
|  | 1. Autodesk Maya 2. SideFX Houdini 3. Pixologic Zbrush | 1. Marvelous Designer 2. Shotgun 3. Perforce | | 1. Python 2. MEL 3. PyMel |