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|  | Character TD with Computer Science and Animation background. | | | |
| Experience | | | | |
|  | Enspire Studio | | Jakarta, Indonesia | |
|  | Character Rigger Intern   1. Responsible for Auto-Rig and Muscle System R & D. 2. Scripted tools to accelerate muscle-creation process. | | | |
|  | Hompimpa Animation Studio | | Surabaya, Indonesia | |
|  | Technical Director/Rigger Intern   1. Responsible for new cloth simulation workflow R & D. 2. Modeled, sculpted, rigged, and cloth simulated movie assets. | | | |
|  | StudioX | | San Francisco, CA | |
|  | Technical Director/Rigger   1. Rigged the main characters and props for three short films. | | | |
| Education | | | | |
|  | Academy of Art University  School of Aniamtion & Visual Effects | | San Francisco, CA | |
|  | 1. Major: Fine Arts, emphaisis in Rigging. | | | |
| Skills | | | | |
|  | 1. Rigging | 1. Modeling | | 1. Animation |
| 1. Dynamics Simulation | 1. Texturing | | 1. Rendering |
| 1. Machine Learning | 1. Computer Vision | | 1. Python |
| 1. MEL | 1. PyMel | | 1. C++ |
| Software | | | | |
|  | 1. Autodesk Maya | 1. SideFX Houdini | | 1. Pixologic Zbrush |
| 1. Adobe Substance Painter | 1. Foundry Mari | | 1. Marvelous Designer |