

ARIF PRIBADI
3D Environment Artist
London, ON, Canada
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OBJECTIVE AND SKILLS

Objectives

To immerse myself in modeling and expand as an artist through teamwork and experience, hoping to gradually become one of the most valuable assets to a given production company.

Characteristics and skills

Problem solver, artistic eye for detail, self motivated & team worker and able to create based on direction and concept art. Proficient creating wide range of art asset, such as character, environment, lighting (Unreal, Vray, mental ray , Unity Beast) , and props.

Help and share colleagues with new up-to-date technique and efficient 3d art pipeline.

Working with tech artist and programmer to develop in-house tools.

Create maxscript to speed up the production, especially for 3d artist.

Proficient with Unreal Engine 4 , both art and technical such as blueprint.

Efficient in working on Large Scene/Level , managing task to level and asset/prop artist.

Experienced on writing documentation and guidelines for art pipeline.

Software experiences

3D studio max,, Substance Designer. , Zbrush, Unreal Engine 4, Unity, Photoshop, marmoset, xnormal, Softimage

EXPERIENCES

Digital Extremes - London, ON, Canada

Environment Artist, January 2018 - now

Blayze Games

3d Environment Artist, June 2017 - December 2017

Creating Environment art for their two FPS mobile titles (Forward Assault and Bullet force) with Unity Engine

Sperasoft

Senior 3d Level Artist, September 2016 - January 2017

In partnership with Ubisoft creating AAA game

Zbrush Master Class, University of Hertfordshire

guest speaker , March 2016

Teaching the students about what it takes to make detailed creature in Zbrush how similar it is to traditional sculpting.

Tinker Games

3D tech artist + guest speaker , August 2015

4 days of 3d tech/art game dev pipeline and Unity engine mentoring. For their new RPG game : Legrand Legacy

Fabric Software inc.

3D Creature Artist , July - August 2015

Creating Monster Creature Character for Fabric Engine Kraken Promotional material. previewed in Siggraph 2015 and 2015 London User group @ MPC.

Gameloft Montreal

3D Artist, September 22th 2014 – May 15th 2015

creating in-game/real time 3d art assets, lighting and helping the game project's look dev.

Gameloft Montreal

3D Artist, December 11th 2009 – September 19th 2014

creating in-game/real time 3d art assets and lighting. for various Gameloft's games.

Gameloft's games I've been working on and my role (title - role - genre) :

SiegeFall - Level/Environment Artists Team Lead	(RTS - Castle Defense)
Unannounced project - Environment artist/lighting artist	(Unannounced)
Modern combat 4 Zero Hour (ios/android) - environment art team Lead	(FPS - shooter)
Modern combat 3 Fallen Nation (ios/android)- environment art team Lead	(FPS - shooter)
Modern combat 2 Black Pegasus (ios/android) - environment artist	(FPS - shooter)
Asphalt 6 (ios/android) - environment artist	(Racing)
Modern combat 1 (ios/android) - junior environment artist	(FPS - shooter)
Gt Racing motor Academy (ios/android) - artist	(Racing)
Skater Nation (ios/android) - artist	(Skateboard game)

Gameloft Montreal Hi-res Artist, October 6th 2008 – December 11th 2009
 created hi-poly art asset and characters , using zbrush and 3dsmax for some Gameloft's CG cinematic and poster/game cover. experienced in Gangstar cinematic, wii poker hi-poly marketing character art , etc.

EDUCATIONS

University of Hertfordshire	<i>U.K., September 2015 - May 2016 - Bachelor Degree (games art)</i>
BCIT	<i>Canada, April 2007 - 2008 (graduated with honor)</i>
Vancouver Film School	<i>Canada, January–December 2006</i>

Graduated from 3d Animation and Visual Effects Diploma program, specialized in modeling.
L.U.C.T. *Malaysia, 2002–2004*
 Two years of Advanced Diploma Program on Multimedia Design (ADoM).

ACHIEVEMENTS AND FEATURES

Unreal Engine	Community Spotlight (shown on Twitch Stream and Editor)
Artstation	Editor Picks for Warrior's Pilgrimage Project
UH Expose Award	Best Game art for University of Hertfordshire Expose 2016
Sketchfab	2 times Editor Choice
Zbrush Central	Featured on gallery and top row for my BCIT demo reel
CG talk	Featured on front page for my VFS demo reel
Indocg.com	Indocg.com Elite Gallery Award
Polycount	Featured 2 times front page 3 times in polycount art recap
Gameartisans.org	top row gallery
ITS Graffiti Design	1st Place for graffiti art design

PUBLISHED ARTICLES

Cgsociety	Warrior's Pilgrimage Breakdown by Arif pribadi (Temple Area)
8o Level	Warrior's Pilgrimage : The Creation of Playable Art
3DCreative magazine	featured for making of Deep Water Marine
wowmagz	featured in local hero

REFERENCES

Charles Ayotte	Head of Production at Gameloft	charles_ayotte@hotmail.com
David Sourwine	Art Director at Gameloft	david_Sourwine@gmail.com
David Legault	Environment team Lead Gameloft	david_l@hotmail.com
Shaun Roth	Double negative FX TD	shaun.roth@gmail.com
Alan Fregtman	Rodeo VFX TD	alan.fregtman@gmail.com

