

ARIF PRIBADI

3D Modeler

arifcreations.com – arif@arifcreations.com

OBJECTIVE AND SKILLS

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

Problem solver, artistic eye for detail, motivated self & team worker and able to create based on direction and concept art.

Software Skill set

- Autodesk Softimage Advanced modeling, unwrapping, traditional lighting, shader passes.
- 3ds Max Modeling, Texturing, Unwrapping, Rendering, VRAY.
- Pixologic Zbrush Sculpting, texturing color and bump, normal map, displacement map.
- Adobe Photoshop Painting, designing, texturing.
- Adobe After Effects Compositing, animation, effects
- Autodesk Maya Modeling, lighting, rendering, animate, unwrap and texture.

EDUCATION

BCIT *Canada, April 2007 - 2008 (graduated with honor)*

Vancouver Film School *Canada, January–December 2006*

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).

EXPERIENCE

Gameloft Montreal Hi-res Artist, October 6th 2008 - now

Patita Restaurant Logo designer (freelance)

Smuda Surabaya Music festival Digital Graphic/Mascot designer (freelance)

ACHIEVEMENTS

Zbrush Central Featured on gallery and top row for my BCIT demo reel

CG talk Featured on front page for my VFS demo reel

ITS Graffiti Design 1st Place for graffiti art design

Indocg.com Indocg.com Elite Gallery Award

REFERENCES

Shaun Roth Warner Brothers TV VFX artist

Alan Fregtman TOPIX Character TD

Adam Garland BCIT Instructor

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