

Objectives

- To expand my career in the Animation Industry
- To work with other creative people and produce great, memorable animations
- To take on new challenges with passion and enthusiasm

Expertise

- 3D animation, especially on character animation (biped, quadruped & winged characters)
- 3D character rigging
- 2D animation, Traditional art & conceptualization
- 3D layout and pre visualizing including camera placing
- production workflow, especially for feature films

Software/Tool expertise

- Softimage | XSI
- Autodesk Maya
- Autodesk 3DSMax
- Pixologic Zbrush
- Adobe Flash
- Adobe Photoshop
- Adobe Premiere
- Adobe After Effects
- Javascript Programming
- Mel scripting

Education

2000 - 2003 Bachelor of Arts (Multimedia Design) Curtin University of Technology, Australia

Employment history

- 2008 - present **3D Artist**
Frame Set & Match, Sydney, Australia
-working as a 3d Generalist on various VFX projects
- 2008 **Animator**
Aristocrat Technologies, Sydney, Australia
-3 months contracting for game development
- 2006 – 2007 **3D character Animator**
Infinite Frameworks Studios, Indonesia
-character animator and layout artist on a theatrical full feature 3D movie “Sing to the Dawn”
- 2005 – 2006 **Content and Product Development Manager**
Hypermind, Indonesia
-Team leader for graphics, and sound designer for mobile content, multimedia, and TV commercials

Demo Reel

Available at www.stanmation.com

DVD version of demo reel is available upon request

References

Available upon request