

## **Adria Gutawa**

Jl. Kembar Sari no 5, Bandung, Indonesia ( +6222-6014855) ( +6289609489484)

Email: [adria.gutawa@gmail.com](mailto:adria.gutawa@gmail.com)

Website: <http://garonkeren.deviantart.com/>

<http://adriagutawa.blogspot.com/>

## **OBJECTIVES**

Seeking for full time job experiences in cg and animation industry, specialized more on digital sculpting, lighting and compositing.

## **CAREER QUALIFICATION**

Around 2 and half years working experiences on digital animation field, most of the time working on the lighting and compositing for the projects, and also capable working on sculpting, modelling, texture and shader.

## **PROFESSIONAL EXPERIENCES**

**June, 2014 to Present: Lead Artist, Enspire Studio, Indonesia (<http://enspirestudio.com>)**

- Working as the lead artist, managing daily work distribution and project's workflow.
- Working on several TVC and company profiles, most of the time more into pipeline, technical stuffs, and final compositing.
- Most of the time become the bridge between the managing director, the client and the artists.

**July, 2012 to December, 2013 : Lead Lighting and Composite, Young Jump Animation, Malaysia (<http://www.young-jump.com/>)**

- Working on Bola Kampung The Movie (<http://bolakampungmovie.com/>)
- Was promoted into Lighting and Composite Lead, leading a small Lighting team and taking part on the post production of Bola Kampung the Movie.

- Was responsible for most of technical setup and pipeline for the movie post-production (Lighting/Compositing).

-On the lighting pipeline, I mainly use renderman as the render engine, and small parts also done with mental ray.

-The output was rendered out into Left and Right images, since the movie was decided to have 3D stereoscopic version.

-As the company decide to use EXR/linear workflow, I decided to composite 90% all of the movie footages with the Foundry's Nuke.

**December, 2011 to June, 2012: Texture, Stereographer and Composite artist, Young Jump Animation, Malaysia**

- Was assigned into creating low and high poly assets (modelling and texturing) for Bola Kampung the movie.

- While in the middle of the pre production process, I was assigned to learn about stereoscopic conversion, which in the end I did convert the whole movie into the 3D stereoscopic version. Since it's a animation features, I did all the 3D conversion mainly with maya stereo camera, and then did the fine adjustment with nuke.

- I got chance to learn Substance designer for texturing in the process and we decided to use substance when the company was shifting from maya 2010 into maya 2013.

**November, 2009 to January 2010: Animator and Illustration artist (Internship), Jotterpro, Indonesia**

- Was responsible for the whole 2D animation for a small game called civet's odyssey (<http://www.newgrounds.com/portal/view/530709>)

- Was assigned to make some 2D orthographic game assets, and games illustrations as well.

**2009, Asia Pacific Videolab, Malaysia (<http://www.apvmediamagic.com>)**

- My batch of 25 students were chosen to develop a visual concept based on a story and divided into 3 teams (Character, Enviroment, and Props)

- I was chosen as the environment team leader to coordinate the development of several concept scenes. (One of the example on: <http://indocg.com/forums/viewtopic.php?id=3039>)

- I have won the Most Innovative Award, amongst the 6 best students to have received a Certificate from the company.

## **2007, Limkokwing University, Malaysia**

- Competition(s) on/off campus

1. Predator design contest consolation winner (<http://indocg.com/forums/viewtopic.php?id=3040>)

## **EDUCATION**

- 2007-2011: B.A. (Hons) in Animation, LIMKOKWING University of Creative Technology, Malaysia

(<http://www.limkokwing.net/malaysia/>, rank 6/21 in my batch)

- 2004-2007: Trinitas Senior High School, Bandung, Indonesia

## **SKILLS SUMMARY**

- Autodesk Maya ( 3 years experiences for making making 3D models, texturing and lighting)
- The Foundry's Nuke ( 1 year experiences for compositing CG animation with exr workflows and stereoscopic 3D)
- Pixar's Renderman ( 1 year experiences for lighting, passes, and rendering CG animation)
- Pixologic Zbrush (1 year experiences for sculpting, texturing, shading, and rendering models)
- Adobe Photoshop (3 years experiences for digital painting, imaging, and compositing )
- Adobe After Effects (3 years experiences for effects, compositing, and animation)

## **HONORS**

- Asia-Pacific Videolab Most Innovative Award for University Partnership Program

## **WORKSHOPS**

- 2014, Universitas Pelita Harapan, Digital Sculpting with Zbrush Seminar (guest speaker)

Introduction to Zbrush for UPH students

- 2012, FZD Master Designer Workshop, Singapore (participants)

(<http://fengzhudesign.blogspot.com/2011/11/master-designer-workshop-2012.html>)

Workshop with Kekai Kotaki, Sangjun Lee, Daniel Dociu, and Feng Zhu

- 2010, MSC Malaysia Kre8tif!, Malaysia (participants)

(<http://www.msomalaysia.my/business-infrastructure>)

Digital Content Conference,

Putrajaya 15-17 December

## **ACTIVITIES**

### **2007-2011, Limkokwing University, Malaysia**

- Merah Putih Club Comitte (Indonesian Student Organization), activities such as taking care student's events on campus.

## **PERSONAL ATTRIBUTES**

- I enjoy creating an cg images, with sculpting and fast compositing either on Photoshop or Nuke.

- I like and prefer realistic look CG better than stylized CG/animation.

- I enjoy compositing and color correcting video/images.

- Independent and also effective working in a team.

- Leadership for me is empowering team members to share and reach common goals.