

Yoga Kurniawan / www.yogzter.com / 647.280.6262

//summary of qualifications:

Over 3 years of working experience as digital visual effects artist/ motion designer and over 5 years of working experience as 2d/3d playback animator and compositor

//work experience:

AFX motion designer/compositor freelance Toronto ON 03/10- current

- Compositor, 2d/3d particle FX for THE WERETH MASSACRE project
- Created particle vfx/ title & credits animation for April film festival "Perfect Game"

3d Particle Specialist Rocket Science Vfx Toronto ON 06/09 – 02/10

- Created particle system (snow, water drips, fog, soul particle, smoke, bug swarm, missile trails, lava, sand flow, steam, sun corona, sun flare) for Aaron Stone season 2, Aftermath Red Giant, Flashpoint, Death Comes To Town
- Compositor, tracking and screen replacement for Skateland (feature)
- Created previz, compositing, SFX for Aftermath RED GIANT documentary (History Television)

AFX motion designer/compositor freelance Toronto ON 01/09 - 05/09

- Clean-up graphic for "Taking Woodstock" feature film (Tantrum)
- Created motion graphic elements for "Coors Light", "Cash Cab" internal video sales (Tantrum)
- Scene replacement + grain matching for "Home Depot" commercial (Tantrum)
- Compositing, keying, tracking (Mocha) + Vfx treatment "The Battle of Maggie Hill" pilot (Stargate)
- Create old TV vfx for playback "Saw VI" (Stargate)
- Compositing and Fx creation for "Scott & The Pilgrim" feature film pre-viz (Mr. X)

Vfx/ motion designer/ compositor Tellavision Toronto ON 09/04-11/08

- Created 2d/3d design & visual effects include but not limited to 2d/ 3d particles, 3d fluid simulation, motion graphic animations for openings, banners, bumpers/ lower thirds
- Compositing for multi-pass rendering, 3d/ life footage with 2d/ 3d backgrounds, keying, rotoscoping, rig removal, tracking, color correction and compositing
- Created 3d models, lighting, rendering, rigs & animations for playback animations (feature films, TV-series, commercials, documentaries, shorts & interactive software)
- Created 2d interface, textures, normal & displacement maps
- Dealing with client directly on some projects
- Trained and supervised 3 junior digital artists
- Work collaboratively with director, programmer, editor and other creative artists
- Work in many different kind of format (DV/ HD, broadcast, web)

2D/3D Freelancer Toronto ON 2002-2004

- Created 2d design & interface, 2d/3d animations, models and textures, editing, playback effects for TV-series and feature films (Resident Evil 2, SAW 2-4, Sue Thomas, Missing, DOC, The Grid, Dark-Waters, Odyssey 5)
- Created low-poly 3d models and baked textures for Vizible's real-time engine, Acheson Interactive Project
- Digitized DV footages, address technical and hardware issues for playback

3D volunteer/ internship

Toronto ON 2002-2003

- Created 3d animation about native Indian longhouse for [C.R. Visual](#), Kitchener, ON
- Created pre-viz animations for Alien vs. Predator short, Insomniac Production, Calgary, AB

//software proficiency:

- Adobe Photoshop, After Effects, Premiere, illustrator and plugins (Genarts, Mocha & Red Giant packages)
- Autodesk 3ds Max 2009, Character Studio and plugins (Sitni Sati Afterburn, Dreamscape, FumeFx, Krakatoa, Glu3d, Vray/ Mental Ray/ FinalRender/ Brazil)
- Working knowledge on Adobe Encore, Boujou, Mudbox, Zbrush, Flash
- Basic knowledge on Nuke, Maya and Combustion

//additional skills:

- Digital manipulation/ Matte Painting
- Compression Tech (Canopus/ QT)
- PC & MAC platform

//education:

2002-current	various websites, forum & training DVD (online & offline)	Toronto, ON
2001-2002	Humber College, 3D Animation	Toronto, ON
1999-2001	Digital Studio, 3ds max & Adobe workshop	Jakarta, INA
1995-1999	B.Arch, Tarumanagara Univ.	Jakarta, INA