

# RINALDO TJAN

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## SUMMARY

As a team leader with over 18 years of experience in game development, I have successfully managed teams from multiple countries, ensuring that everyone is aligned with the project goals and objectives. My broad mindset has allowed me to understand and appreciate different cultures, which has been instrumental in building cohesive teams.

I have experience in building teams from the ground up, and I have been able to create a positive and productive work environment. I manage with empathy, ensuring that all team members feel valued and heard. At the same time, I am hands-on with projects, working alongside my team to ensure that we deliver high-quality results.

My passion for real-time rendering technologies for games has enabled me to stay up to date with the latest trends and techniques in the industry, which has helped me to guide my team towards creating visually stunning and engaging games.

## SKILLS

- Unity and Unreal Engine Level creation, cinematic, texturing/material, post-process, lighting and scripting.
- Project scheduling and resourcing with Jira.
- Full understanding of real-time lighting, shadowing, and color management systems.
- Understand the workflow of assets modeling, texture, and material creation.
- Non-linear editing, grading, and compositing in DCC Tools such as After effects Premiere Pro, and DaVinci Resolve.
- Photography, digital imaging and real-life lighting and exposure in depth understanding.

## QUALIFICATION HIGHLIGHTS

- Work and communicate extremely well with other team members.
- Strong analytical and creative problem-solving skills with a broad point of view.
- Excellent eye in color coordination and lighting composition.
- Efficient and highly adaptable in utilizing engine feature set.
- Rapid ability in learning new software and custom in-house tools.
- Dedicated and independently motivated with a positive attitude.

## EXPERIENCE

**January 2022 – Present**

**[Unity Technologies SF, CA, USA]**

**Technical Art Manager - Weta Real Time 3D / Core**

- Manage a team of Senior Technical Artists that support various internal projects for Unity advance rendering features.
- Deliver prototype of complex scene for "NDA" hardware (Project Battleship) that utilizes ultra-high resolution and high quality Realtime rendering features.
- Develop benchmark scene to battle test new optimization features for Unity renderer.
- Collaborate with engineers in driving the user facing experience for new graphics features that's being developed.
- Laid out examples for height map-based compositing in real time internal paper for translating offline assets.
- Established a cloud repository (Plastic Cloud) structure for the team to work under a version control system.

**January 2021 - December 2022**

**[Unity Technologies SF, CA, USA]**

**Technical Art Manager - Solution TA Render.**

- Build a team from the ground up for Solution games team that focuses on renderer and graphics optimization.
- Wrote hiring specifications, screen, work with internal recruiters and onboard candidates for the USA team.
- Project envisioning (work order estimate or initial review of a client projects to identify resourcing and job timeline).

### Projects involved in:

Odd World Soul storm [Switch]  
Outer Wilds [Switch]

**October 2019 - December 2021**

**[Unity Technologies SF, CA, USA]**

**Technical Art Manager - Global Spotlight TA Team.**

- Manage team of diverse Technical Artists under the Spotlight team umbrella from various countries. (USA, CANADA, UK and Korea). Established goal-oriented system for the team at various time zones and projects.
- Inspire the team to drive Unity Real-Time technologies in areas of graphics, animation and world building.
- Released documents and blog post for compact Physical based shading using Shader graph.

**Feb 2017 - September 2019**  
**Technical Art Director - Spotlight Team SF.**

**[Unity Technologies SF, CA, USA]**

- Foster a collaborative environment with select Unity Developers and help them achieve higher fidelity in their project(s) with the latest features from Unity.
- Influence and help drive Unity Real Time graphics technologies roadmap and development.
- Released documents, blog posts and education materials to help users understand how to take advantage of Unity Rendering power to improve their projects. One of the publications is called "Believable Visuals".

**Projects involved in: (Alphabetical Order)**

Battle Tech	[PC]
Crowfall MMO	[PC]
Earth From another Sun	[Unreleased]
Final Fantasy Pocket Edition	[PC / UWP/ Mobile / PS4 / XBOX ONE / Switch]
Iron Man VR	[PS4]
Nordeus Unite Demo	[PC]
Odd world	[PC / PS4]
Perfect World	[Mobile]
Pray for the Gods	[PC]
System Shock 3	[Unreleased]
Tacoma	[PC / PS4 / XBOX ONE]
Underworld	[PC]
Wasteland 3	[PC]
Various under NDA projects	[Unreleased]

**November 2013 – February 2017**  
**Lead Lighting Team.**

**[Hangar 13 Games, CA, USA]**

- Hire, build, and manage the lighting team.
- Architect lighting systems, rendering technical ruleset, features and standards including its direct implementation for Mafia 3 project (PC/PS4/Xbox ONE) and unannounced project.
- Collaborate with engineers in driving visual rendering advancement features and standards using proprietary engine.

**October 2012 – October 2013**  
**Sr. Technical Level Architect.**

**[2K Marin, CA, USA]**

- Responsible for lighting system development and its implementation for the entire game in Unreal 3.
- In addition to establishing level standards, deliver multiple main and side mission levels to completion.
- Project The Bureau XCOM Declassified and DLC 3 PC/XBOX 360/PS3

**October 2010 – Sept 2012**  
**Level Architect.**

**[2K Marin, CA, USA]**

- Level layout design and environment visual art creation.
- Performance and memory guidelines, research, and pipeline creation for Unreal direct and indirect lighting system replacement.
- Project XCOM TBD PC/XBOX 360/PS3

**April 2008 – Sept 2010**  
**Level Architect.**

**2K Marin, CA, USA]**

- Level layout design and environment visual art assets creation for BioShock2 PC/ PS3 / XBOX 360.

**January 2007 – March 2008**  
**Sr. Environment Artist.**

**[Stormfront Studios, CA, USA]**

- Setting up the environment pipeline and build level and assets for Spiderwick the Chronicles PC / PS2 / Wii / XBOX 360 platforms.
- Creating pre-production environment assets for un-announce PS3 XBOX 360 and Wii/DS titles.

**August 2005 – December 2006**  
**Environment and Texture Artist.**

**[Stormfront Studios, CA, USA]**

- Creating Hi-Resolution texture and building environment assets for "Eragon" Game on PC / PS2 / XBOX / XBOX 360 platforms.
- Creating pre-production environment assets for un-announce PS3 and XBOX 360 titles.

**February 2006 – May 2006**

**[Academy of Art University, CA, USA]**

**Environment and texture directed study instructor.**

- Working as an instructor in Academy of Art University teaching Master degree students in making in game environment models and textures assets.

**January 2003 – December 2003**

**[Sophie's Stress-Free Soirees, CA, USA]**

**Photoshop and Illustrator tutor.**

- Tutoring on general tools in Photoshop and illustrator to a 2D graphic artist.

## SHIPPED TITLE

<b>Mafia 3</b>	<b>2016</b>	[PC / PS4 / XBOX ONE]
<b>The Bureau / DLC3</b>	<b>2013</b>	[PC / PS3 / XBOX 360]
<b>The Bureau / XCOM Declassified</b>	<b>2013</b>	[PC / PS3 / XBOX 360]
<b>Bioshock 2 DLC 3-4</b>	<b>2010</b>	[PC / PS3 / XBOX 360]
<b>Bioshock 2</b>	<b>2009</b>	[PC / PS3 / XBOX 360]
<b>Spiderwick Chronicles</b>	<b>2008</b>	[PC / PS2 / Wii / XBOX 360]
<b>Eragon</b>	<b>2007</b>	[PC / PS2 / XBOX / XBOX 360]

## EDUCATION

**ACADEMY OF ART UNIVERSITY, San Francisco, CA, USA**

Graduated On

May 2005 (Bachelor of Fine Arts)

Majoring in

Computer Arts-3D Game Animation and Visual FX.

