

Rinaldo Tjan

Add. : 1510 Hill Road #20
Novato, CA 94947
Phone : (650) 451 - 8369
E-mail : robot_x@yahoo.com
WEB : www.RinDream.com

OBJECTIVE

To accept the challenge of creating stunning real-time CG environment for next-generation platform.

SKILLS

Maya and 3DMAX modeling, lighting, texturing, and rendering.
Texture creation with Photoshop.
In-depth knowledge in vertex and light map baking.
Level modeling, texturing/shader, and collision creation from grounds up.
After effects editing, compositing and VFX creation.
Photography, digital imaging and lenses experience.
Dreamweaver graphic web page design.
Final Cut Pro, Premiere Pro non linear video editing.

QUALIFICATION HIGHLIGHTS

Efficient environment modeler and highly adaptable to engine limitations.
Work and communicate extremely well with other team members.
Excellent eye in color and lighting composition.
Strong analytical and creative problem solving skills.
Rapid ability in learning new computer software and custom in-house tool.
Dedicated and independently motivated.

EXPERIENCE

April 2008 – Current [2K Marin, CA, USA]

Level Architect.

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

January 2007 – March 2008 [StormFront Studios, CA, USA]

Sr. Environment artist.

Setting up environment pipeline and build level and assets for Spiderwick The Chronicles.
PC / PS2 / Wii / XBOX 360 platforms. Additional task are creating pre-production environment assets for un-announce PS3 XBOX 360 and Wii/DS title.

August 2005 – December 2006 [StormFront Studios, CA, USA]

Environment and texture artist.

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 title.

February 2006 – May 2006 [Academy of Art University, CA, USA]

Environment and texture directed study instructor.

Working as a part-time 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.

Private tutoring on general tools in Photoshop and illustrator to a 2D graphic artist.

SHIPPED TITLE

Spiderwick Chronicles 2008

[PC / PS2 / Wii / XBOX 360]

Eragon 2007

[PC / PS2 / XBOX / XBOX 360]

EDUCATION

ACADEMY OF ART UNIVERSITY, San Francisco, CA, USA

Graduated on

Majoring in

Total cumulative GPA

May 2005 (BFA)

Computer Arts-3D Game

3.66