

Arief Leuvenardi

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Objective

To obtain a position as a character animator.

Key Skills

- 3D character animation
- Hand-drawn character design

Experienced Software Knowledge

- Autodesk Maya 2009
- Autodesk Softimage 2010 (XSI)
- Adobe After Effects
- Adobe Premiere
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash (as illustrating tool)

Education

Gobelins Summer School – July 2008

2 weeks of intensive training programme in “Character Animation”, which consisted of lectures and workshops, in Paris, France.

Queensland University of Technology

- **Bachelor of Fine Arts (Communication Design) – 2005**
Relevant courses:
2 units of hand-drawn animation, which included life-drawings
3 units of 3D animation
A unit covering the study of human movements
A unit of acting for animators
- **Honours – 2006**
One year of research in creating an animation prototype distinctly designed for the video enabled iPod, which urge the audience to occasionally shift their viewing orientation by physically rotating the device.

Experience

March - October 2009 – Ettamogah Entertainment’s “Li’l Larikkins”
3D Character animator (Maya)

August 2008 – Synergetics, an environmental engineering company
Illustrator/cartoonist for their proposed environment conscious themed presentation.

April - May 2007 – Photon VFX’s “Action Dann”
3D Character animator (Maya)

May - June 2006 – “Scoot”, a location based game created with the cooperation of QUT
My responsibilities were to come up with possible character designs, hand-drawn and illustrating them in Flash.

2004 – ACID’s (Australian CRC for Interaction Design) “Digital Songlines
Using Maya, my responsibilities were to:

- Co-create an animatic from a given story
- Animate several actions to model/rig of a kangaroo and an emu

Interests

Animation in general, films, cartoons, comic books and other forms of sequential art, soccer/football, and handheld video games for the Nintendo DS and Sony PSP.