



## Arief Leuvenardi

C5/415 Brunswick Road  
Brunswick West VIC, 3055  
AUSTRALIA

Mobile: +61 410 664 569  
Website: <http://leuvenardi.com/>  
E-mail: [leuvenardi@gmail.com](mailto:leuvenardi@gmail.com)

Reel: [http://leuvenardi.com/a-leuvenardi\\_reel.zip](http://leuvenardi.com/a-leuvenardi_reel.zip)

### 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 (Animation) – 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.

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