

Arief Leuvenardi

C5/415 Brunswick Road
Brunswick West VIC, 3055
AUSTRALIA

Website: <http://leuvenardi.com/>
E-mail: leuvenardi@gmail.com

Reel: http://leuvenardi.com/leuvenardi_reel2012.mov

Objective

Bringing characters to life through the medium of animation.

Key skills

- 3D character animation
- cartoon illustration

Experience

Polygon Pictures (Japan)

“Transformers: Prime” Season 1 (TV series): August 2010 – July 2011

Animator (Maya 2010)

- Animated acting and action shots. Humans, robots, and auto-mobiles are among the assets I had the opportunity to animate.
- Assisted in creating hand poses for the library.

“Tron: Uprising” (TV series): July 2011

Pre-viz artist (Maya 2011)

- Assisted in some pre-visualisation, which include character/asset placements and camera actions.

“Transformers: Prime” Season 2 (TV series): September – December 2011

Animator (Maya 2010)

- Animated acting and action shots.
- Called upon by Animation Supervisor to perform another animator's client retake

Ettamogah Entertainment (Australia)

“Li'l Larikkins” (TV series): March – October 2009

Character animator (Maya 2009)

- Animated acting and action shots. Stylised humans and animals.

Photon VFX (Australia)

“Action Dann” (TV series): April – May 2007

Character animator (Maya)

- Animated acting and action shots. Stylised humans and animals.

Queensland University of Technology (QUT) related projects (Australia)

Experience gained during my time in university

“Scoot” (location based game): May – June 2006

Character designer (Flash as illustrating tool)

- create cartoon designs based on existing animals

“Digital Songlines” (exhibition piece), in collaboration with ACID (Australian CRC for Interaction Design) : August – December 2004

Animator (Maya)

- co-create an animatic from a given story
- animate several actions to rig of kangaroo and emu

Experienced Software

- Autodesk Maya
- Adobe Flash (as illustrating tool)
- Adobe After Effects
- Adobe Photoshop

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 (QUT)

- ***Bachelor of Fine Arts (Animation) – 2005***

Relevant courses:

2 units of hand-drawn animation

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 and creation of experimental animation for 5th generation iPod.

Interests

Animation in general, film, comic books, and football/soccer.

Other

Currently holds an Indonesian Passport with Australian Permanent Residency Visa (Expires in 31 December 2015).

