

Ferry Apriyanto , S.T, M.Ds

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Email: Ferry_lifeline@hotmail.com

Description : Job applications

Human Resources Department

Dear Sir / Madam,

I am seeking for an employment opportunity in your company. Hereby I am offering you my personal details, educational and achievement background to support my work application for the fore-mentioned position at your company. I am very interested to work for your company and I feel that I have the necessary skills and interest to be an excellent contributor to your organization.

I have experiences in making a game based on Unity game Engine and also 3D character modelling using 3ds Max, I am long on effort and enthusiasm. I would like to have the chance to put my energy, enthusiasm and commitment into your working environment.

I shall be pleased to provide any further information you may need and hope I may be given the opportunity of an interview.

Best regards,

Ferry Apriyanto , S.T, M.Ds.


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CURRICULUM VITAE

PERSONAL DETAILS	
Full Name	: Ferry Apriyanto
Place of Birth	: Jakarta
Date of Birth	: April, 30 th 1985
Gender	: Male
Religion	: Islam
Marital Status	: Single
Nationality & Citizenship	: Indonesia
	
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Permanent Phone Number	: 021 – 870 27 49
E-mail Address	: Ferry_lifeline@Hotmail.com
ID Number	: 3276023004850001

EDUCATIONAL BACKGROUND

Level	Institution	Year
Master Degree	Asia University Taichung – Taiwan (ROC)	2011 - 2013
College	Gunadarma University Depok – Jawa Barat	2006 - 2010
Senior High School	SMUI PB Sudirman Cijantung - Jakarta Timur	2000 - 2003
Junior High School	SLTPN 02 Cimanggis Depok – Jawa Barat	1997 - 2000
Elementary School	SDN Tugu X Depok – Jawa Barat	1991 - 1997

SKILL

Specification	Description
Unity 3D Game engine	Making video game based on PC using Java script Language and 3ds Max. My video game sample shown in this link : http://www.youtube.com/watch?v=YORE-uWyG5s
3Ds Max	Making 3D model such as Human character with Lowpolygon, Building, etc.
Motion Builder	Configuring 3D character animation.
Kinect motion sensing	Configuring real human moving convert to 3D character modelling.
Java scripts programming Language	Configuring coding for connecting 3D character model to controller, AI, enemy, etc.
Photoshop	Using photoshop for make UV layer for 3D modelling and make another designs concepts.

WORKING EXPERIENCES

Specification	Place	Year
Owner	Apriyanto Kingdom Game studio	2011 - Present
3D Artist	Asia University & Chen Kung National University Taiwan R.O.C.	2012 - 2013
Photographer	Taichung Earthquake Museum Gallery	2013
IT Support Officer	PT. Multi Adiprakarsa Manunggal (Kartuku)	2010 – 2011
Profesional Musician	Frame Band	2005 - 2010

Profesional Training

Specification	Place	Year
3D Modeling Fundamental	Digital Studio	2012

International Paper Conferences

Specification	Place	Year
Cultivating cultural identity by 3D game design Preserving Indonesian Culture Through Culture-Based Game with Unity Game Engine	ADADA & TADMD International Paper Conference	2012

I declare the details stated to be true and complete.

My Portfolio

1. Make a video game and can be playable for all it's my childhood dreams until now. That dreams can be realized now when I am study as a Master Degree student in Digital Media Design, Asia University Taiwan, in here I must make some game for my graduate project and also part of my thesis. Here is my sample game project using Unity Game Engine and 3ds Max :

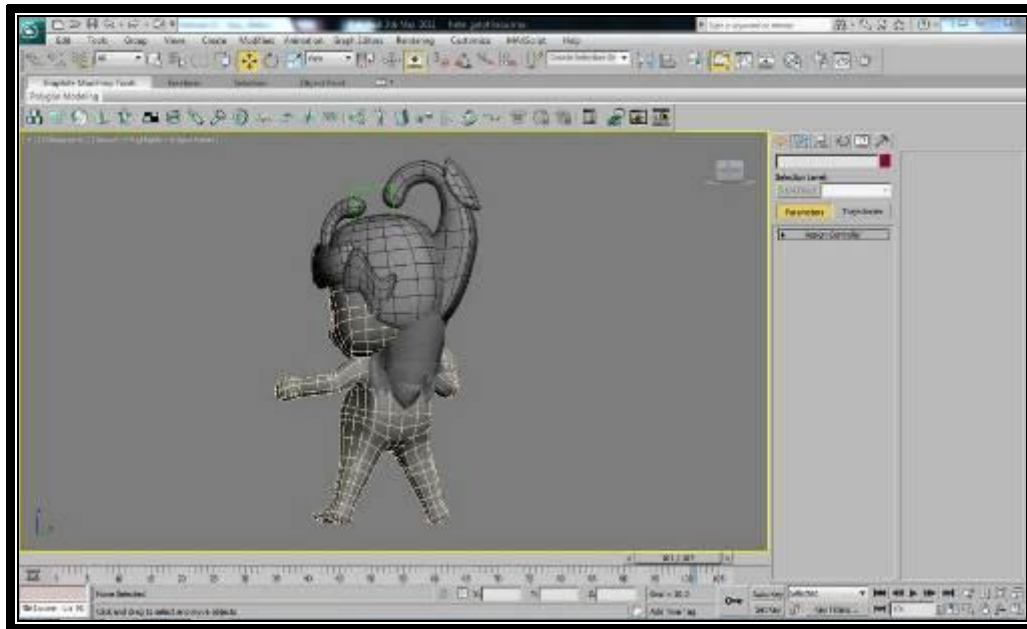
Apriyanto Kingdom Game Studio as my own studio has make some game based on Indonesian culture History using references Garudayana comic book by Is Yuniarto (2009) and the game will be called Garudayana – Rise of Garuda.



- 1st video sample : http://www.youtube.com/watch?v=MNq_mo28oXE (old version).
2nd Video sample : <http://www.youtube.com/watch?v=IS8yrSVDSCA> (edited version).

For current progress and new update can found in my game studio facebook
<https://www.facebook.com/ApriyantoKingdomGameStudio>

Make Low poly character for my video game using 3ds Max :



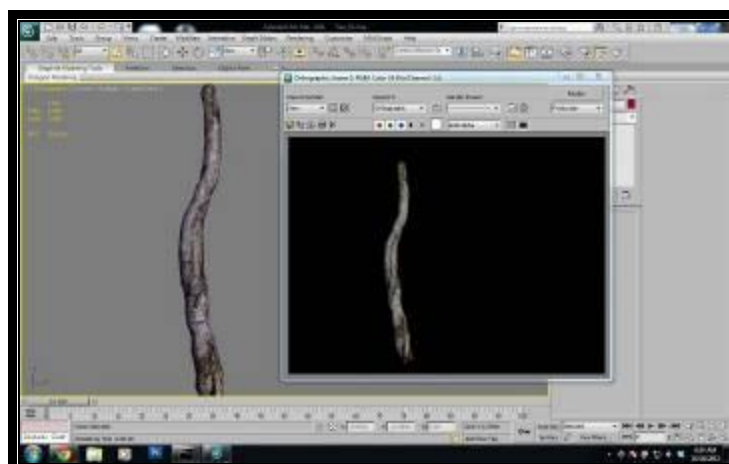
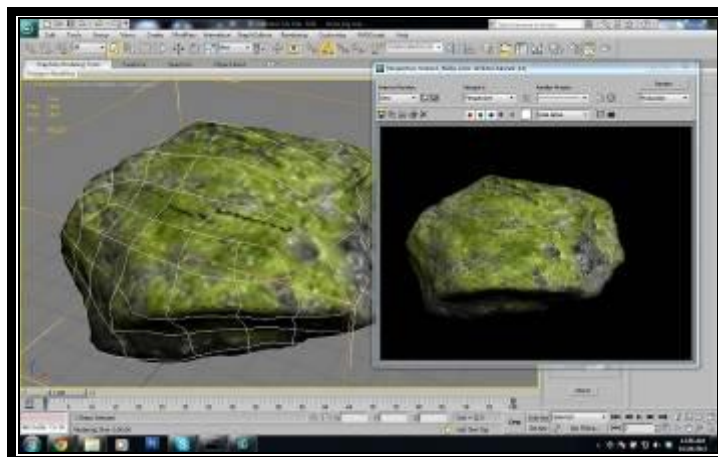
Picture 1 : Gatot Kaca Low Polygon for video games.



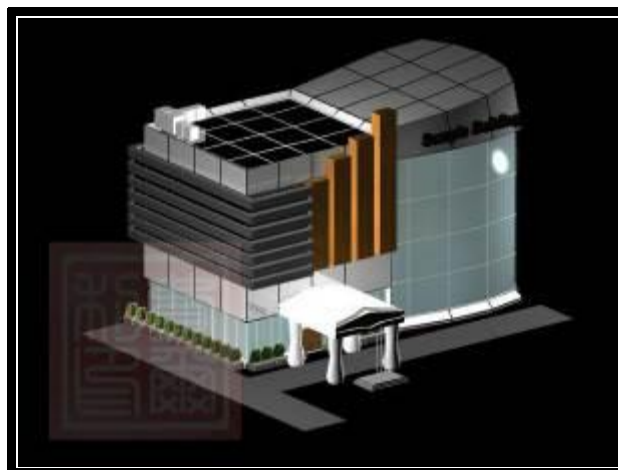
Picture 2 : Kinara Low Polygon for video games.

All progress and update for my video game “ Garudayana-Rise of Garuda ” can be found in my game studio facebook : <https://www.facebook.com/ApriyantoKingdomGameStudio>

2. Make some 3D model and environment for video games under Asia University Taiwan & National Cheng Kung University Game Development. Using Autodesk Mudbox & 3ds Max :



3. Making designs for Building concepts using 3Ds Max.



4. Make Game Animation in 3ds Max & Unity Game engine on Final Project Deni Ocktaviyan - 10108502 - Universitas Komputer Indonesia - Pembangunan Game First Person Shooter Palagan Ambarawa Berbasis Desktop.
5. Make T-shirt design for design competition PERPITA (Perhimpunan Pelajar Indonesia Tionghoa) Taiwan. 2nd winner , using Adobe photoshop.



6. Make short movie in ISA event (International Student Association in Asia University Taiwan) 2012 using Adobe After effect.

7. 3D character low poly concepts. Using 3ds Max.



8. Make 3D Room using 3ds Max and V-ray rendering.



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