



Career Portfolio provided by Beyond.com

Firmansyah *

An animator who has dream bigger than his body

Bandar Lampung Indonesia

Job Function: Arts, Entertainment & Gaming

Highest Education: 4-Year College Degree

Portfolio: <http://www.beyond.com/Firmansyah-ftdesign>

Career Summary

A 2D Animator who always tries to bring the character's to life through animation. Can do 2D animation both hand drawn and cut out technique. Interested in developing my skill both in term of animation, storytelling and creative artistic wise.

Work Experience

Background artist and 2D Animator

Lumine Studio, Jakarta, Indonesia

Feb '10 - May '10 (3 Months)

- Creating background artwork for animated movie series based on the animation layout
- Animating character using cut out Flash pipeline
- working on Project : XOL (2D Flash animated TV series)

2D artist and animator

Artlogicgames Studio, Surabaya, Indonesia

Jan '08 - Feb '10 (2 Years, 1 Month)

- Designing concept art for 2d flash games
- Designing in-game illustration for 2d flash games
- Designing User Interface for 2d flash games
- Animating characters and special effects in 2d flash games

2D Junior Animator

Infinite Frameworks Studios, Batam, Indonesia

Jun '10 - Jul '11 (1 Year, 1 Month)

- Completes assigned shots in accordance with the show Director's overall vision.
- Checks in regularly with supervising animators regarding individual progress and with the animation producer regarding tasks and available work.
- Anticipate, communicate and troubleshoot any technical issues with assistance from key stakeholders, and perform additional duties as required.
- Animate 2D characters, props and special FX using Toon Boom.
- working on Project :
 1. Tatsumi (2D Animated Feature Film)
 2. Charly Vet (pilot project)
 3. Spencer (pilot project)

2D Animator

Artlogicgames Studio, Surabaya, Indonesia

Oct '11 - Jan '13 (1 Year, 4 Months)

- Creating any key framed animation
- Preparing animation sprites for export to game engine.
- Working within established art, technical and visual style parameters in accordance with a game design document and under the direction of the applicable project Art Lead.
- Providing creative and innovative solutions to technical art problems and/or restrictions.

2D Lead Animator

Infinite Frameworks Studios, Batam, Indonesia

Jan '13 - Jun '13 (5 Months)

- Understanding the parameters of a project. Once the parameters of a project have been defined to the lead animator, Lead animator meets with his team. During this meeting, the scope of the assignment is thoroughly discussed, with each team member pitching ideas.
- Planned and delegated sales tasks to a team of 5 animators.
- Throughout the design process, takes responsibility for whole animation progress including animated scene approval and quality checking phase.
- Monitors and motivates the team to ensure that all deadlines are met.
- Worked with Animation Director and 2D animation production team to ensure timely campaign delivery and optimal performance.
- working on Project :
 4. Hugglemonster 2D part
 5. Peter Rabbit 2D part
 6. Friends of Emmet "No Surprise" Music Video
 7. Man Nurse (pilot project)
 8. Kinky and Cosy (test project)

Education

Bachelor Degree (COMPLETED '05) | Architecture Engineering

Gadjah Mada University, Yogyakarta, Indonesia

Sep '99 - May '05

Skills

2D Handdrawn Animation

(Advanced) 2 to 3 Years

2D Cut Out Animation

(Intermediate) 1 to 2 Years

Digital Painting

(Advanced) 4 to 5 Years

Concept Art

(Advanced) 4 to 5 Years

Toon Boom

(Advanced) 1 to 2 Years

Flash

(Advanced) 4 to 5 Years

Photoshop

(Advanced) 5 to 6 Years

Associations & Organizations

IndoCG Forum (2D and Animation Moderator)

'08 - '12

Social Media & Personal Websites

Blog : (<http://ftthesign.blogspot.com/>)

Facebook : (<https://www.facebook.com/ftthesign>)

LinkedIn : (<http://www.linkedin.com/profile/view?id=85107317>)

Twitter : (<https://twitter.com/ftthesign>)