

Gigih Art

Fajar Gigih Yanuar Iskandar
3D Artist // Creative

Summary :



Versatile 3D artist demonstrating strong modelling and texturing skills, with over six years commercial experience in game development and movie animation.

Excellent understanding of both hi and low poly modelling for a range of applications, accompanied by a particular specialism in advanced creation and optimized modelling. Strong technical understanding of creating 3D assets for deployment across a range project of media and platforms. Demonstrated ability to meet tight deadlines, work with and without reference and ultimately deliver effective, creative solutions as part of a team.

Skill Set :

3D Software

- Autodesk 3Ds Max
- Autodesk Mudbox
- Pixologic Zbrush

Game Engine (Setup Assets Only)

- Unity 3D
- Unreal Engine
- Shiva 3D

2D Software

- Adobe Photosop
- Corel DRAW

Audio Software

- Cubase
- FL Studio
- Wave Lab

Editing Software

- Adobe Premiere Pro
- After Effect

Employment History :

2007-2008

Tim Imajinasi Kreatif (TIK) Studio
Vector Designer, Video Editor

2010-2011

Software Solo
3D Artist, Graphic Design

2008-2009

PT. Media Qita Production
3D Artist, Video Editor

2011-2014

PT. Agung Teknologi Sistem
Senior 3D Artist, Art Director, Sound Designer

2009-2010

PT. Media Qita Foundation
Animator, Video Editor, Sound Engineer

2015-now

Alpsking, Pte. Ltd
Senior 3D Artist

Contact :

Website : www.gigihart.com
Email : artgigih@gmail.com
 : gigih_gondrong@me.com
Skype : [gigihgondrong](https://www.skype.com/user/gigihgondrong)
Mobile : +62-822-2006-6166

