



個人簡歷 丁仕福

聯絡方式

YOHANES TENGARA

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關於我

我熱愛 “3D”: DREAM 夢想, DESIGN 設計, DESTINY 命運

嗨!我的名字是丁仕福。我是一位專業漫畫家、插畫家和設計師。我非常熱愛角色設計及環境藝術,同時也將時下流行的漫畫趨勢融入。

因此,自由創作漫畫是我所喜愛的。透過這個,我創造身為一個漫畫家和一個人屬於自己的宇宙、語言和身份。

我從小就有個夢想是製作自己的電影。動畫、動態圖像等是我青少年時重要的一部分,那時我還不清楚我們都應當是更大的夢想、藝術或設計的一部分,也就是說,電影這樣的工作並不是一個人可以完成的,而是一個「家庭企業」。因此,我讓上帝帶領我進入一些「家庭」中,使我和他們一同成長。

P.S: 我希望有一天你們也能成為我的「家人」。

工作經歷

良好的工作環境

.01 MEYANSTUDIO, TAIWAN 2017 / 至今

自由接案設計師
這個機會是由我在成功大學的一位好朋友所提供。藉由在宿舍裡的創作,我成為他的「國際級」設計師。

.02 DREAMSLANDIA, INDONESIA 2013 / 2015

藝術總監 於 印尼雅加達
第一間我和朋友一同成立的公司,我們的顧客包含漫威、DC漫畫和日本遊戲公司。

.03 READBOY, INDONESIA 2011 / 2013

首席插畫家 於 印尼
這是在學士學位畢業後的第一份工作,是簡單的藝術相關工作、插畫和視覺設計。並不是什麼太華麗的工作,不過我心裡很感激。

.04 自由接案 2010 / 2013

圖像設計及概念藝術家
不同工作、不同客戶,有時候也有不支薪的工作,在社會福利機構或教會中志願協助藝術工作。當時我十分開心自己的才能得有所用。



教育經歷

圖像設計師 和 碩士學生

1994 / 2007 幼稚園到高中 .01

BPK PENABUR - 印尼 雅加達
我在基督教家庭中成長,在童年時多數時間都在住家附近的學校度過。我在耶穌基督中逐漸成熟。

工作與娛樂的平衡

努力工作使我們豐收所求的結果

人心籌算自己的道路;惟耶和華指引他的腳步。
箴言十六章9節

2007 / 2008 藝術專門課程 .02

藝術課程 - 印尼 雅加達
學習以傳統繪畫方式創作,例如油畫、水彩、炭畫等,並學習多元的技巧,由自然派的創作進入表現派的創作。

興趣
我相當沈迷電玩遊戲,直到我發現自己需要社交活動、旅遊、浪漫,以及讓自己的漫畫夢成真。

2008 / 2011 學士學歷 .03

BUNDA MULIA UNIVERSITY - 印尼 雅加達
我依舊需要設計技巧的能力「證明」才能找到設計產業的工作,因此我取得視覺溝通與設計的學位。



2016 / 2018 碩士學歷 .04

國立成功大學 - T-台南 台灣
主修創意產業設計,對我而言是完全不同的一種設計。我們為人類設計,而不是為了自己的樂趣,是一個高貴的行為。

工作時間
在製作漫畫、藝術或為我所愛的人做什麼事情時,我可以是個工作狂。



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.01

軟體技巧

ADOBE PHOTOSHOP

90%

CLIP STUDIO PAINT

100%

GOOGLE NIK

73%

ADOBE LIGHTROOM

58%

ADOBE ILLUSTRATOR

50%

ADOBE INDESIGN

64%

POWER POINT

80%

CINEMA 4D

40%

MICROSOFT OFFICE

84%

特長

.02

插畫

86%

概念設計

92%

獎項

插畫

96%

圖像設計

國際獎項

各類繪畫、藝術比賽

曾獲來自東南亞國協、日本教育部和中國教育部的獎項。

64%

故事串連

科技部

繪畫比賽

2003年獲得來自印尼科技部頒發的第一名殊榮。

50%

人際網絡

M

42%

品牌建立

追蹤我

個人能力

[facebook.com/fu_southeast](https://www.facebook.com/fu_southeast)

[instagram.com/dreamslandia](https://www.instagram.com/dreamslandia)

[webtoons.com/criminal/s_church](https://www.webtoons.com/creator/criminal/s_church)

創意

82%

說故事技巧

75%

社交

64%

溝通

56%

團隊合作

50%

組織

40%



YOHANES TENGARA

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ABOUT ME

I LOVE '3D': DREAM, DESIGN, DESTINY

Hello! My name is Yohanes Tenggara.

I am a professional comic artist, illustrator & designer.

I am very passionate about character design as well as environment art while taking into consideration the latest trends of comics.

So working on comic on my own is what I love. And by doing so, I create my own universe, my very own language, my personal identity as an artist and human being.

Honestly, I have a dream to make my own movies since I was a child. Animations, motion graphics, were part of my young adult life before I realize that we have to be a part of bigger dream-makers, artists, designers. It means, making a movie, is not a one-man job. It's a 'family business'. So, I let God to guide me into these 'family members' to grow up together.

P.S: I hope that **you** can be my 'family', someday.

WORK EXPERIENCE

GOOD LEARNING ENVIRONMENTS

.01

MEYANSTUDIO, TAIWAN

2017 / CURRENT

FREELANCE DESIGNER

This is an opportunity my good friend from NCKU given to me. Become his 'International' Graphic Designer working from my dorm.

.02

DREAMSLANDIA, INDONESIA

2013 / 2015

ART DIRECTOR IN JAKARTA, INDONESIA

First company which I built with my best friend; an art studio, working on clients such as Marvel, DC Comics, and Japanese game companies.

.03

READBOY, INDONESIA

2011 / 2013

LEAD ILLUSTRATOR, INDONESIA

First job landed after graduated from my bachelor degree. Just doing some art stuff, illustration, and visual design. Nothing fancy, still grateful to be.

.04

FREELANCE

2010 / 2013

GRAPHIC DESIGNER & CONCEPT ARTIST

Various works, various clients, some un-paid jobs, volunteers as an artist to social organizations & even Churches. Happy to use my talents.

EDUCATION PROGRESS

GRAPHIC DESIGNER & MASTER OF ART

1994 / 2007

KINDERGARTEN - HIGH SCHOOL

BPK PENABUR - JAKARTA, INDONESIA

Raised as a Christian child, I spent most of my childhood in school near my home. Grow to be a man in Jesus Christ, even if I have fallen many times in sins, but thanks God; I manage to survive until now by the grace of God.

2007 / 2008

SPECIALISED ART COURSEWORK

ART CLASS - JAKARTA, INDONESIA

Learn to paint with traditional tools such as oil painting, watercolor, charcoal, with variety of art techniques: from naturalist to expressionist.

2008 / 2011

BACHELORS DEGREE

BUNDA MULIA UNIVERSITY - JAKARTA, INDONESIA

Still needed 'paper' with design skills to find a job in design industries they said, so I took a path of Visual Communication & Design degree.

2016 / 2018

MASTER DEGREE

NATIONAL CHENG KUNG UNIVERSITY - TAINAN, TAIWAN

Major in Creative Industries and Design. It's a different kind of design, we design for human being, not for our pleasure. It's a noble act in the end.

.01

WORK / PLAY BALANCE

HARD WORK REAPS DESIRED RESULTS

"In their hearts humans plan their course, but the Lord establishes their steps." __Proverbs 16 : 9

HOBBIES & INTEREST

I was a video game addict, until I get a life turning point which I need social life, travel, romance as well as: make my own comics come true.



50%

WORK TIME

I can be a workaholic. When it comes to make a comic, art, anything I love to give to special someone.



72%

YOHANES TENGARA

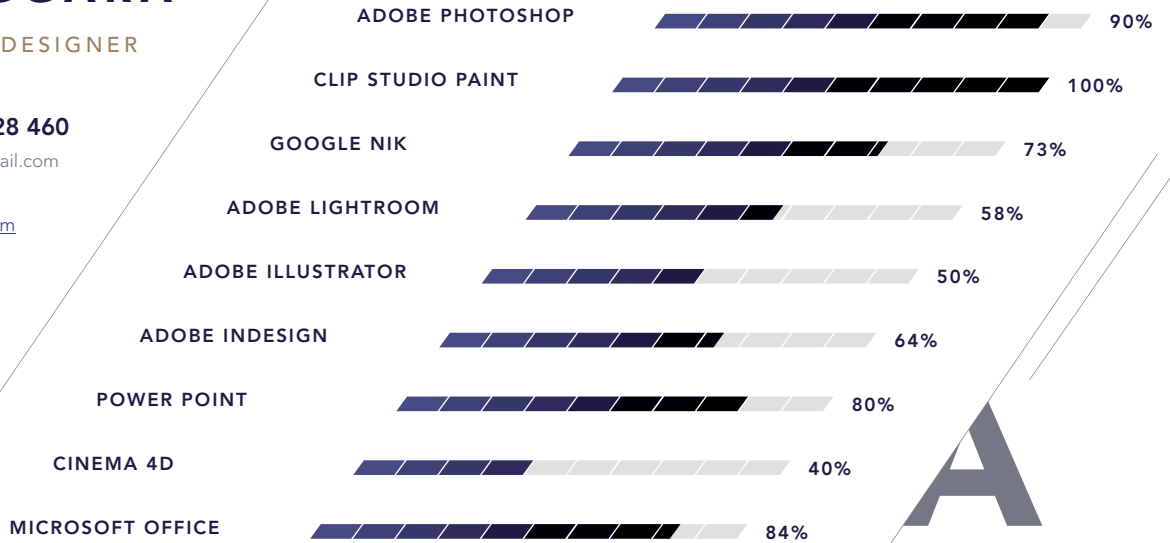
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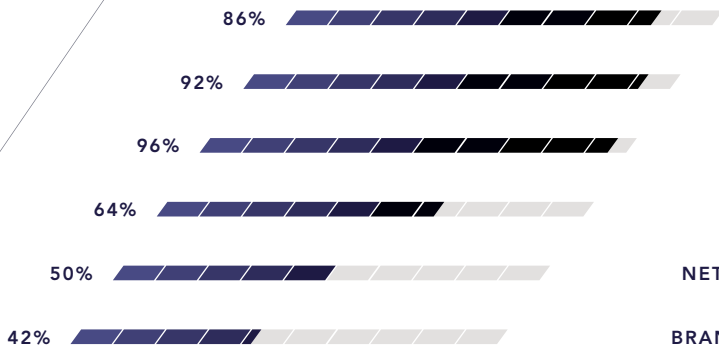
.01

SOFTWARE SKILLS



SPECIALIZATION

.02



ILLUSTRATION

CONCEPT DESIGN

GRAPHIC DESIGN

STORYBOARD

NETWORKING

BRANDING

AWARDS

ILLUSTRATION

INTERNATIONAL AWARDS

VARIOUS DRAWING / ART COMPETITIONS
Recieved featured awards as label on special brand from ASEAN, Ministry of Education - Japan, as well as China.

MINISTRY OF SCIENCE & TECHNOLOGIES ART

DRAWING TALENT COMPETITION
Recieved Ministry of Science & Technologies award in 2003 as the first prize winner from the government of Indonesia.



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[webtoons.com/criminal's_church](#)

PERSONAL SKILLS



The Portfolio of 丁仕福



Creative Industry Mindset

SERVICES & CONTACT INFORMATION

Areas of Excellence & Knowledge Expertise Include:

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Manga Studio
- Cinema 4D
- Digital & Traditional Illustration
- Concept Art
- Graphic Design
- Board Game Design
- User Interface Design
- Story Telling



Yohanes Tenggara

Creative Director

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The Autobiography of Yohanes Tenggara [丁仕福]

Creative Director

I was born on December 21, 1987. I have lived in Jakarta, Indonesia. During my life, I am a self-taught artist until now. I met my teachers, mentors by the grace of God. They taught me for 'free' then I share the knowledge for my students as well. So I live by learning and learn by living. I also won local and international awards and have over 400 trophies on my home.

My education background includes: Bachelor of Fine Arts in Communication Visual Design. I have 8 years of experience in traditional & digital art industry. I was a former co-founder and art director of my startup company Dreamslandia for 3 years until it was closed on March 2016 due to pursue my personal study in Creative Industry field; learn more, share my own knowledge, and dedicate myself in the creative process with creative people in Taiwan. I enjoy creating visual for games, animations, and film industries especially on board game design.

I am delighted to be part of Creative Industry Professionals, Professors, and Masters in this ever growing field in Taiwan, Asia, and the rest of the world in the future.

PERSONAL CONCEPT ART ILLUSTRATION



Bayan Tree - Reimagine

*Personal Dedication Painting to
NCKU ICID*

Digital painting landscape as seen
on NCKU campus with Bayan tree
Reimagination.

Frozen Citadel

Personal Project

Concept art for personal project novel:
Dreamslandia. An imaginative digital
painting landscape of Aquamarine, the
Deity of ice.

Fiery Mountain of Ruby

A finest and most holistic place where Ruby, the Deity of fire conquers for aeons in the midst realm of the dreams. The never-ending lava welcomes those who brave or fool enough to enter her citadel.





Bone Sweet Home

A barrens in the sky. Ancient and lonely desert and also a shelter for the most violent creature from my personal novel *Dreamslandia* called Randall...

Ancient Temple Ruins

Sepia Study

One of many landscape study for film
and animation background.



Ancient Temple Ruins

Color Study

Color was inspired by Disney Animation
movies. Especially Tarzan.



There's always a good thing in goodbye...

A Letter from My Past

A digital landscape painting I did years back to cherish my ex. She's currently studying her art school in San Fransisco, USA while I was here, in the midst of my own thinking to write anything about this 'honest' portfolio description to image on the left. And spice some drama to blank white paper below.

Most of your exes getting engaged and married. Now you might be wondering,
"did I make a mistake?"

If you did anything different, could it have been you marrying one of them?

You know what else could've happened? You could've gotten engaged and married to the wrong person. Stop looking at people's life events and comparing your personal things with their public things.

Maybe the proposal is better than the relationship. Maybe the wedding day was the only good day in the relationship. It's better to wait on your turn and time.

Your love story is still being written.

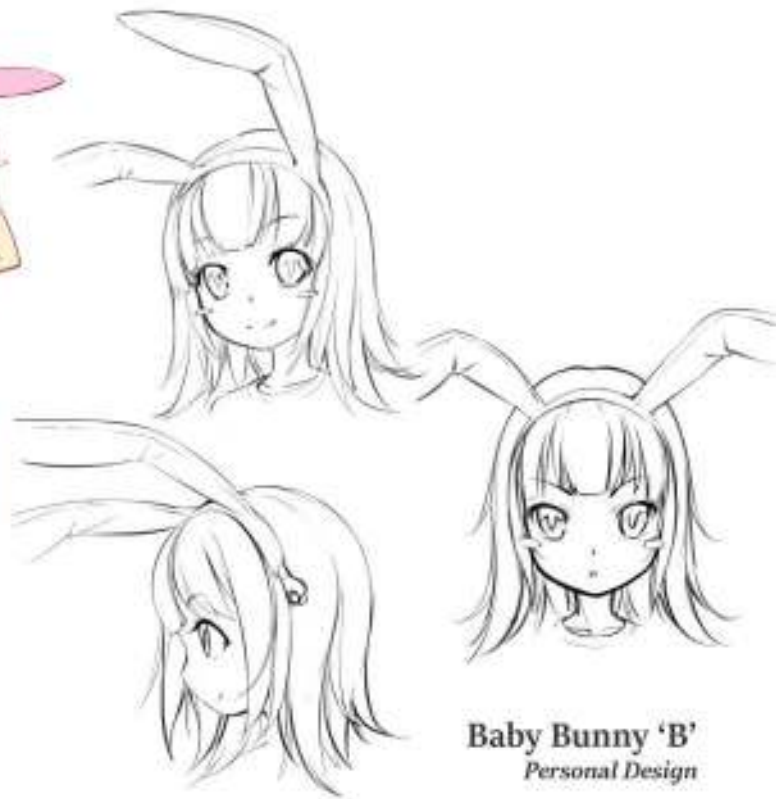
CHARACTER DESIGN



Shin

Personal Project

Character concept art for personal project novel:
Dreamslandia. A ninja girl with fox ear.



Baby Bunny 'B'

Personal Design

Character design study,
Inspired from playboy magazine
mascot 'Mr. Bunny'.

Alyssa In Wacky Land

Personal Project

Character design rework of Alice In Wonder Land. Alyssa is a puppet master who has an ability to posses any dolls by touching it, make them a living doll then hunt bad people.

She's not a heroine nor a villain.

She's just a victim of something malice...



Dragon Girl

Personal Design

Character design study.
Inspired from Harpy
(mythical creature) and
dragon kin alike.





Ruby

Pin Up Artwork

Desktop wallpaper design featuring the Deity of fire; Ruby, from my novel *Dreamslandia*.



Succubus

Pin Up Artwork

Avatar pin up artwork, featuring Riae from *Suicidegirls*.

BOARD GAME DESIGN

Sayembara The Board Game

BG Wonders Exhibition PLK Venue

Test Play Events.





Sayembara The Board Game

Project Preparation

Prototype Preparing for the Final Product Design. Photo at Mr. Tony residence. We're using Gray Board for the final product as well as high quality prints with our cards. We plan to create our own character figures, dice, and tokens with 3D printing technology.



Rara

Action Figure Concept

Early design for one of our 6 characters on the game. This one is called Roro Jonggrang.



Sayembara The Board Game

Me (Above) doing illustrations for the winners (Right) in the venue at P.I.K.





A Family Game

Board Game Introduction

My faithful partner: Albert (on the left) introduce our Sayembara The Boardgame to these 3 little kids so they can learn more about Culture, History, and Characters Background from our Indonesian Folklores.

For their parent (mom on their back) who curious about our creation often asked how can her children play the new game and is that so hard to learn?

The answer will be easy, you have to try by yourself and experience the whole content through the test play.

This game was meant to be played by family of course.



Smart Kids Management

Sayembara for Kids

These kids enjoy our game for about 40 minutes. The game last until Kezia (the girl) wins the game with the most prestige points during the play. The second place goes to Sky (her brother at the middle) and the third one is Ray (the left one).



Keong Mas

Action Figure Concept

Early design for one of our 6 characters on the game. This one is called Keong Mas.

Board Early Design Prototype

Sayembara The Board Game



Arrow Head

Personal Board Game Design - Early Prototype

ARROW
HEAD





Arrow Head Tokens Character Design
Personal Board Game Design



Arrow Head Tokens Advance Character Design
Personal Board Game Design



Arrow Head Tokens & Cards Prototype

Personal Board Game Design





Front Design (Active)
Personal Board Game Design



Back Design (Disabled)
Personal Board Game Design



Succubus (Left) & Cewpid (Right)
Personal Board Game Design



Prototype Bundle
Personal Board Game Design

PORTRAIT PAINTINGS



Sketch
Pencil Study

One of my study
with pencil on
recycled paper.



Portrait of
Mrs. Rini Lestari
Digital Painting

印尼留台校友會(ICATI)是一個非牟利的團體。這校友會由在台灣學習后回國的印尼學生在39年前創立。這是一個以團結聯誼、互換訊息以及經驗交流為宗旨的團體。印尼留台校友會、葉秀娟，表示「以前印尼留台生聯繫的管道有限，是我們建立本會的原因」。

自印尼留台校友會在印尼成立以來，目前會員人數已有超過印尼留台校友會在印尼成立以來，目前會員人數已有超過5000人。隨著留台學生人數回到印尼的日益增加，無論是會員或分會的數目都在不斷的擴大。目前留台校友會共有9個地區分會，即是雅加達、蘇北（棉蘭）、蘇南（巨港）、西爪（萬隆）、中爪（三寶瓏）、東爪（泗水）、巴厘島、南蘇（錫江）、西加（坤甸）。



Cloverjoy

Pencil on Sketchpad

Study with A4 paper
and 6B pencil.



Suicidegirls

Pencil Color on Notebook

Study with A5 notebook and
pencil colors with inks.



Brunette

Digital Oil Painting

Study with digital oil
and ink brushes.



Dark Brown

*Digital Watercolor
Painting*

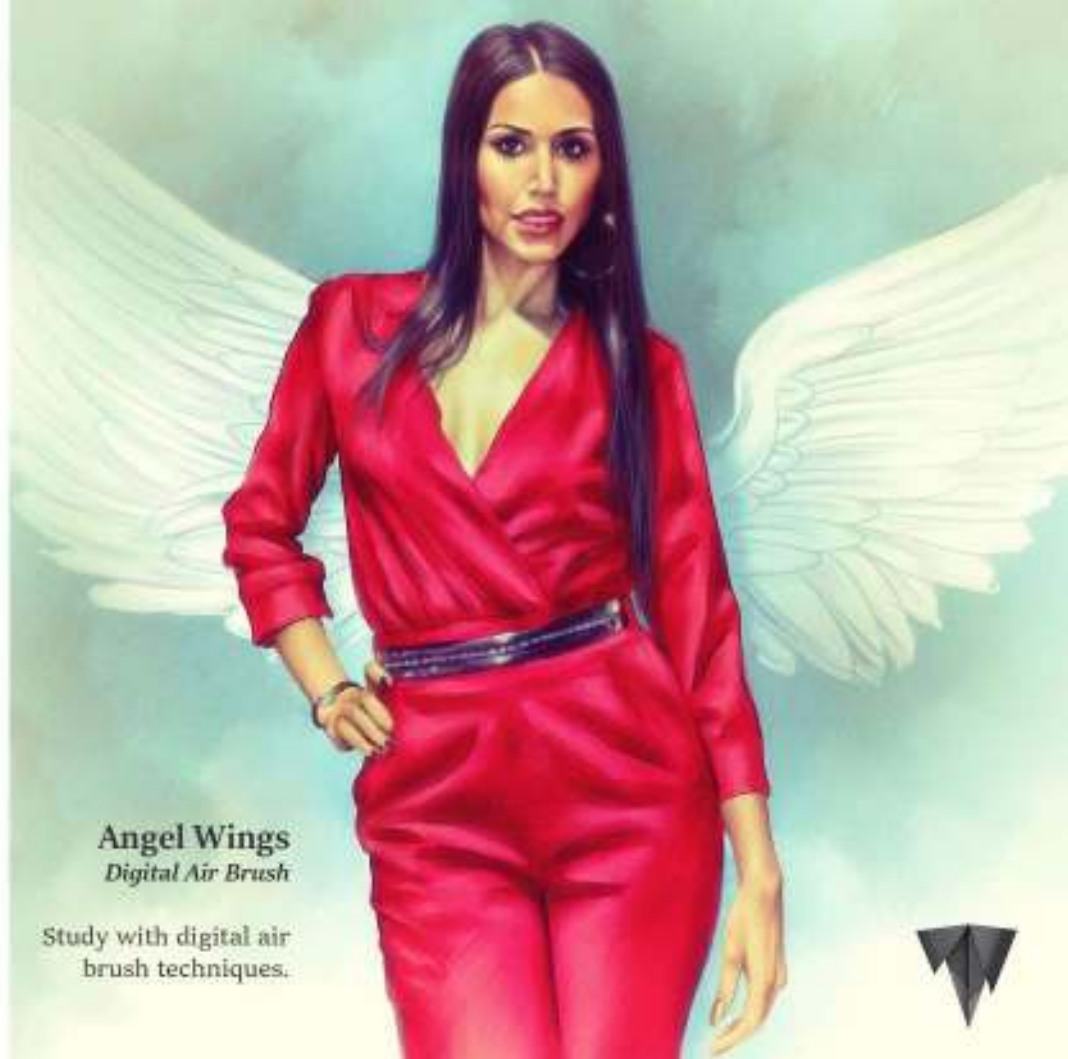
Study with digital
watercolor brushes.



Passion of Sepia

Digital Charcoal

Study with digital charcoal brushes.



Angel Wings

Digital Air Brush

Study with digital air brush techniques.





Soulmate
Commision Work

Digital Painting of PDM
& her husband.

John Arcena
Commision Work

A gift from John to
his friend (Right).



TRADITIONAL PAINTINGS



Foxy 'lil Thing
Oil on Canvas

Produced for my
Solo Exhibition.



Oh 'Deers'
Oil on Canvas

Produced for my Personal
Exhibition purposes.



Bond

Oil on Canvas

Personal Collection, Solo Exhibition.



Solid Throne

Acrylic on Canvas

Personal Collection, Solo Exhibition.

樂