



Curriculum Vitae and Portfolio 2020

Reiner Andersen

Multimedia Designer // Graphic Designer

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About Me

Greetings! My name is Reiner Andersen and you can call me Rei for short. I'm a learning Graphic Designer and Multimedia Designer and focusing my skills into community and personal digital works. Fairly skilled in Multimedia, Layouting, Publication Engagement and Visual Communication.

I born in Bekasi, July 10th 2020 and am the second of 3 brothers, with the third is also my twin. I'm currently active as a college student in Bunda Mulia University. I'm also a Star Wars and Gundam franchise enthusiast, bassist, Japanese culture fan, and mediocre gamer.



Education

2020 - Present	Bunda Mulia University, Jakarta
2017 - 2020	Santo Yoseph Senior High School, Jakarta
2014 - 2017	Santo Yoseph Junior High School, Jakarta
2008 - 2014	Mogallana Elementary School, Bekasi

Skills

Multimedia
Illustration
Video Editing
Art Direction
Visual Content
Content Writing
Social Media Management

Interest

Music
Games
Bas Guitar
Street Food
Fabric Goods
Collectible Toys
Japanese Culture

Tools



Adobe
Photoshop



Adobe
Premiere



Kinemaster



Canva



MS Office

Work Experience

Community Works

As for lack of real work experience in professional level, I'm learning, progressing, experiencing and adapting professional situation to improve my skill through Community Works, such as Student Council and Church Community.

01 HOLYWIN

Publication & Marketing Committee

July 2018 - Nov 2019

Multimedia & Publication Coordinator

Sep - Oct 2020

HOLYWIN is an annual event held by GBI Mawar Saron, Jakarta. This event aims to celebrate the victory of God upon the sin and death, inspired by reversing the Halloween event into Christian-oriented religious event. At the Holywin event, I was given the opportunity mainly as Publication and Marketing Committee which arrange the main theme and designs for Holywin including logos, social media management, engagement and visual contents, merchandise and also event content. [instagram.com/holywinfwc](https://www.instagram.com/holywinfwc)

02 FAITH TEENS COMMUNITY

Art & Media Creative Committee

Jan 2020 - Present

Faith Teens Community is a religious community of GBI Mawar Saron and a part of Faith Works Community which focusing on youth and teenagers.

linktr.ee/faithcommunity

Job Desc :

- Social Media management
- Multimedia content
- Art direction



Personal Works

Personal Works includes all of the piece of my own personal workspace such as clients and personal visual gallery.

03 REISPECTIVE Founder & Creative Director

Dec 2019 - Present

Respective is my personal workspace and design studio based in Jakarta, Indonesia. This is also an alias for professional creative services which provides Commission works, logo illustrations, social media managing, art directing and multimedia. linktr.ee/reispective

Job Desc:

- Art direction for all creative project
- Supervise social media engagement and visual guideline
- Directing the multimedia design theme and style.

Clients:

- **Topomade** - Jakarta, Indonesia
- **Timefreak** - Jakarta, Indonesia
- **PiggyPop** - Bekasi, Indonesia
- **M & N Studio** - Jakarta, Indonesia
- **Dhara** - Jakarta, Indonesia



Contact

Feel free to contact me if you are interested to work with me or maybe hang out and have a chat, either it's cafe, park, e-mail or even chatting app! I'm something of a chill person myself :)

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-  @andersenneiner
-  Reiner Andersen
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-  behance.net/reispective
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-  085959025568

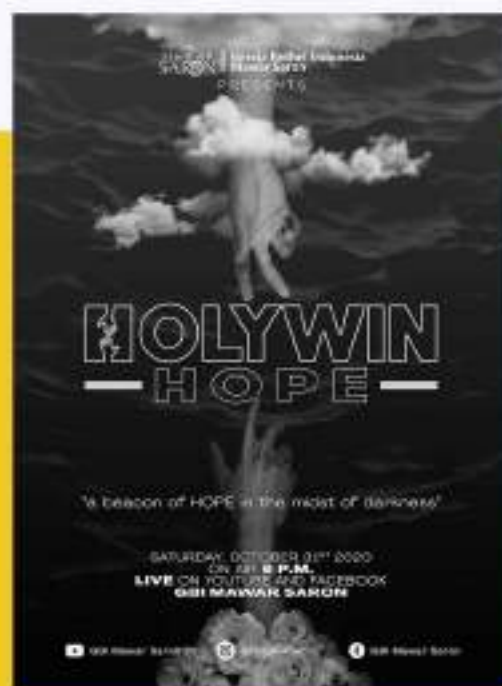
HOLYWIN

HOLYWIN is an annual event held by GBI Mawar Saron, Jakarta. This events aims to celebrate the victory of God upon the sin and death, inspired by reversing the Halloween event into Christian-oriented religious event. The main purpose of the event is to preach, remind and redirect young generations to leave the tradition to celebrate the day of the devils and ghosts which Halloween does and turn over to the Jesus Christ, our God.

The event is aimed for public, especially kids, teenagers and youth / young adults which the challenge for the design perspective is to make the event appealing to young generations, where it's aspect also required to be in same page with the Bible.

Visual Content

I created visual contents such as poster, logo, key visual and social media posts both for publication and multimedia purposes with my team to set up the theme and vibe for the main event.



Multimedia Content

Here is some of the multimedia-purpose contents that i made for technical part of the event, such as video effects, backgrounds and videographics.





Merchandise

I made some designs for t-shirts, handbands, totebags and other merchandises for publication and marketing purposes. The designs mainly centered around illustration, and typography based on the event's main theme or the Bible.

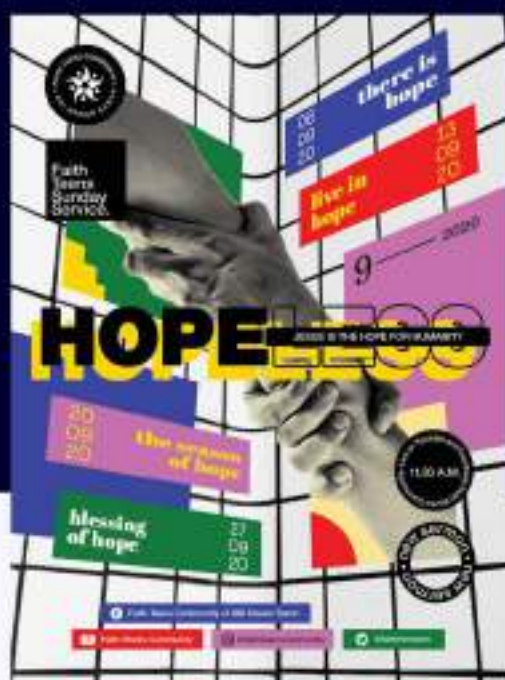
FAITH TEENS COMMUNITY

Faith Teens Community is a religious organization based on Jakarta, Indonesia and a part of faith Works Community of GBI Mawar Saron. This community acts as a family to youth, especially teenagers with the purposes to bring the young generations closer to God and implement the God's teachings and commandments into daily life.

One of the main aspect of the organization made for teenagers is it's visual interpretation which needs to modified into present time trends but also aligned with Bible's words and rules. The designs that suits the audience (in this case, teenagers) will be more approachable and understandable. Visual approach for the audience is mainly focused on social media and multimedia.

Visual Content

Here is some of the visual content i made for Faith Teens Community, such as posters, banners and key visuals. The theme changes monthly and affects social media and multimedia's design as well.



Social Media Content

As a social media admin, I design some of the social media content for Faith Teens Community's Social Media platform, such as Instagram, Facebook and Twitter.

This role also helped me improve as a content writer, creating infographics and appropriate caption for the content





Multimedia Content

These are some of the preview of
Multimedia content that I made with my
team, mainly for podcast, live streaming
and onstage service.





Merchandise

Some of the merchandise I made exclusively for committee of Faith Teens Community, and also on planning for sale. Some of them are still in prototype and yet to be produced.

PERSONAL WORKS

This chapter includes my personal works throughout the year. As for now, most of them are illustration, branding and artworks. This also includes my works outside of my personal motives, such as commission works and client's demands. That aside, i mostly work for hobby and studies. I also like to share my works throughout social media as personal branding and communities with common interest.

You can also find me on DeviantArt, Pinterest and Béhance for more information about my personal works and taste, including my conventional artworks within my college year, which is also a part of my assignment and study progress. (More artworks will be updated throughout the year).

Respective

All of my personal works goes under the name "Respective" that acts as a design studio and signature. The name "Respective" is the combination between my name *Reiner* and word *perspective* which means the way i view the world within my perspective. [instagram.com/respective](https://www.instagram.com/respective)



 respective.


respective.

Illustration Project

Here is some of my personal illustration projects. Most of my illustration artworks is based on my favorite franchise and sometimes wild ideas.



Star Wars Project May 2020

Featuring the love for my all-time favorite franchise, *Star Wars*. These are some of the unique design of Clone Trooper and Mandalorian helmet based on it's appearance throughout the saga.



Evangelion Project
July 2020

Based on one of the most famous Japanese pop culture, the bizarre sci-fi mecha anime: Neon Genesis Evangelion franchise.



*New Normal
is Not Normal*
December 2020

A digital illustration I made following the event *Designature*, a design oriented event held by Universitas Bunda Mulia. This artwork is the one I applied for illustration competition.

*Illustration for
Social Media*
December 2020



Digital Project

Here's a hint of my digital artworks such as digital imaging, social media content, typography and branding ideas. A lot of them are also part of my college exercise and assignment.



Neue Normal Project October 2020

An original brand idea for English midterm test which involved marketing presentation and branding communication. Here, I made the key visual for the brand and visual preview for the product.



Digital Content
2018 - 2020

A collection of digital project i made for personal use, such as experimental design and exercise. The goal is to adapting new style and fresh ideas.



Digital Content
2020



Digital Banner is a 3 - 1:1 ratio - post format to celebrate special even, content ideas, infographics, quote, typography and other possibilites. This type of artwork involves both digital imaging and illustration according to the style i use.

Clients

Aside from community works, I also do commission works which involves clients and customer. These are the commission works I did for my clients, mostly illustration, logo and digital content; under the name of Respective design studio.

Clients:

- PiggyPop (Online Shop, 2019)
- Timefreak (Film Studio, 2019)
- Topomade (Brand, 2019)
- MN Studio (Production House, 2020)
- Dhara (Vocal Group, 2020)
- NU Normal (Brand, 2020)
- Oxeta (Multimedia Studio, 2021)







THANK YOU

Thank you very much for the time and attention you put on
my Portfolio. Hopefully by seeing what I have done, we can
work together in the future.

21.02.21

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Reiner Andersen