

Personal Details

Full Name : Rico Gangga Sulestyo aka Ocyro or Ocyr
Sex : Male
Place, Date of Birth : Surabaya, August 16, 1976
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Educational Background

1993 - 1999 : Petrokimia Elementary School, Gresik
1999 - 1992 : Junior High School No.2, Gresik
1992 - 1995 : Senior High School No.6, Surabaya
1996 - 2002 : Art Department at STISI, Bandung , West Java

Qualifications

- More than eight years of game development experience.
- Excellent to make drawing, illustrations, comic , storyboard
Caricature/cartoon , 2D animation (manual or digital tool)
- Excellent knowledge with Photoshop (major), etc (minor).
- Ability to take initiative and work with or without supervision

Working Experience

Working at PT. Studisoft (Matahari Studios), Karawaci

Period : September 2002 – February 2010

Position : Senior 2D artist

Job's Description :

- 2D artist & animator for Mouse Trapper project , developed for LAI Games
- 2D artist for Li'l Masterpiece project , developed for LAI Games
- 2D artist for Dino Duel project , developed for LAI Games
- Concept artist Dino Duel Master project , developed for LAI Games
- 2D artist for Snap Shot project , developed for LAI Games
- Lead artist for Match Maker project , developed for LAI Games
- 2D artist & concept for Willie Wheel project , developed for LAI Games
- 2D for Super Strike project , developed for LAI Games
- 2D artist & concept for Jump Gate project , client for Codemaster
- 2D artist for JFMD project , client Game Productions service

Working at PT. Matahari Leisure, Cikupa – Tigaraksa , Tangerang

Period : February 2010 – August 2011

Position : Senior 2D artist

Job's Description :

- 2D artist & animator for LAI Games

Working at PT. MStar

Period : August 2011- December 2012

Position : Senior 2D artist

Job's Description :

- 2D artist for Lilo Games (concept design and texture artist)

Working at TMgamer

Period : December 2012 - present

Position : 2D artist (concept design, pixel art and vector artwork)

Job's Description :

- 2D artist for Kotagames

(FREELANCE)

Freelance at Comic studio, Bandung. I've joined the two studios comics

Period : 1997 – 1999.

Position : 2D artist (Penciler).

Freelance at Erlangga, publisher , Jakarta.

Period : 2002 –2005.

Position : 2D artist (Illustrator).

Freelance at Food Mag, publisher , Bogor.

Period : 2008 – present

Position : 2D artist (Illustrator).

Freelance at CodeJawa, game development , Jakarta.

Period : 2009

Position : 2D artist (Illustrator , Concept).

Freelance for commercial artwork

Period : 2005 – present.

Job's Description : story board , cartoon strip , caricature , illustrations.

Freelance at FatDino, game development , Jakarta.

Period : 2012 - present

Position : 2D artist (Illustrator , Concept)

Freelance for teaching drawing for university entrance examinations of art

And design.

Period : 2006 – present

Job's Description : teaching basic drawing, still life, texture, gesture and Storytelling.

Achievement

- From Elementary school, junior high school until senior high school often won the drawing competition as each region.
- I represent my college at the university for a caricature competitions (national level)
- 2007 - The winner of Matahari Studios Internal Competitions.
- 2009 - Top 10 best Comic strips for Paper gallery.
- 2013 - The Winner of Cartoon Competition (1st period)
The 3rd of Cartoon Competititon (2nd period)

Karawaci, Sept 20, 2013

Rico Gangga