

Dian Anggraini

Character Animator
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Jakarta, Indonesia

Objective

To work as professional animator while learning new skills and experiences in order to become a better animator.

Qualifications

- Creative and passionate character animator
- Strong character animation in Maya and 3D Studio Max
- Able to do basic rigging and skinning
- Have skills in drawing, storyboarding and compositing
- Fast learner
- Flexible, able to work as a team or individually
- Ready to be stationed outside country

Education

(2007-2008) Diploma for Digital Visual Effects and Animation
3dsense Media School, Singapore

(2005-2007) Diploma for Computer Graphics, 3D Animation Program
Lasalle College International, Indonesia

Masterclasses

(2008) 3dsense Animation Masterclass by Andrew Gordon
(2008) CGOverdrive Animation Masterclass by Paul Wollenzien

Achievements

(2008) Best Student of DVE07 at 3dsense Media School
(2007) 2nd Most Favourite CGMM Student category 3D Animation at Lasalle College International

Softwares

3D Studio Max, Maya, Photoshop, Illustrator, After Effects, Premiere Pro, Combustion

References

Available upon request