

ANGELIA TENGARA

2D & 3D ARTIST

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Jakarta, Indonesia

ABOUT ME

Angelia Tenggara is a Visual Communication Design graduate majoring in Animation study. While studying animation, she had partaken in internship programs as Game Visual Designer in a game development division of a leading electronics company based in Jakarta and 2D & 3D Artist in a graphic fashion company based in Bandung. She also provided services as private tutor for TOEFL preparation and basic art lessons

EDUCATION

Bina Nusantara University

Bachelor of Design

2018-2022

3.66/4 GPA

SKILLS

Illustration

3D Modeling

UI/UX Design

2D Animation

Game Visual Design

PROJECT EXPERIENCE

Game Visual Designer

Sep 2021 - Feb 2022

POLYTRON (NAGIH GAMES)

- Project Description: Development of a hypercasual mobile game with futuristic concept
- Job Description:
 - 1. Entirety of UI related asset design and modeling (2D & 3D)
 - Character & mechanical asset rigging and animating
 - Composition of gameplay simulation
- Accomplishments:
 - Successfully designed and modeled complete set of UI related assets which includes asset concepts and blueprint, 2D assets, and 3D assets
 - Rigged & animated mechanical assets under proper and structured pipeline
 - Composited faux prototype of gameplay simulation as guideline for sizing and placements of assets

CERTIFICATION

SHIMA (Entrepreneurship in Animation)

Association of Indonesian Animation Industry & The Indonesian Ministry of Tourism and Creative Economy

2020

English for Adults: Intermediate Levels

LIA Language Learning Center

2013

3D Modeling Artist

Sep 2021 - Feb 2022

POLYTRON (NAGIH GAMES)

- Project Description: Additional asset development of battleground mobile game on beta-testing stage
- Job Description: Interpreted concept art and sketches to create innovative virtual characters, environments and props
- Accomplishments: Designed, modeled, and adjusted additional 3D assets to original style of the base game

2D Animator

Feb 2021 - Jul 2021

KITC

- Project Description: Short animation with simple premise that depicts personalities of company's original character
- Job Description: Pre-produce, produce, and post-produce a short stylized animation of company's original character as part of promotion to add unique selling proposition
- Accomplishment: Fully produced a short animation about a character's everyday life with anecdotal storyline

3D Modeling Artist

Feb 2021 - Jul 2021

KITC

- Project Description: Development of Instagram filters presenting company's original characters in 3D head-models, created using augmented reality methods
- Job Description:
 - Create 3D head models of company's original characters based on measured blueprints
 - Program the finished assets into augmented reality face filter with expression trigger
- Accomplishment: Created 3D models for filter's main assets but rendered it into 2D style to adjust to company's preferred visual presentation

SOFTWARE

Procreate

Adobe Photoshop

Figma

Adobe After Effects

Adobe Premiere

Autodesk 3DsMAX

Blender

Unity

ZBrush

Spark AR Studio

Microsoft Power Point

LANGUAGE

Indonesian



English



Japanese



Mandarin

