
<http://www.linkedin.com/in/edysusanto>

PERSONAL INFORMATION

Name	Edy Susanto Lim
Age	26
Address	3808/ 2 Quay Street Sydney, NSW 2000
Languages	Bahasa, English, Chinese.
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PROFILE

Skills	Pipeline Design, Automation and Tool Development. 3D Generalist (Mod-Tex-Rig-Shd-Light-Sim-Rdr), Digital Imaging and Compositing, Web Development
3D Applications Knowledge	Softimage, Houdini, Maya, ZBrush, Mudbox
Rendering Tools	MentalRay, 3Delight, Arnold, Renderpal, Royal Render
Programming / Scripting	ICE, C++, Python, JScript, C, XML, RendermanSL, MEL, JSP, ActionScript, HTML

EDUCATION BACKGROUND

SideFX Houdini Bootcamp – Peter Robinson -Singapore. 2009

Computer Science and Mathematics - Bina Nusantara University - Jakarta (continue..) 2007 – Present.

Softimage Advance Training - Alex Liao - Batam, Indonesia. 2005.

Softimage SDK Training - Takashi Umezawa - Batam, Indonesia. 2005

Computer Science and Mathematics - Bina Nusantara University – Jakarta, Indonesia.
2002-2005

WORKING EXPERIENCE

Animal Logic,
Character TD May 2011 – Current.
Sydney, Australia.

One Animation,
RnD Technical Director March 2009 - April 2011.
Singapore.

Gimmick Visual Effects,
3D Technical Director (Swans). 2009.
Copenhagen, Denmark

Infinite Frameworks Studios,
Senior Character Modeler /
Character/Rigging TD. 2005 - 2007.
Batam, Indonesia.

Freelance.
Character Modeler /
Character Rigger. 2003-2005.
Jakarta, Indonesia.

Binus Training Center
Maya Instructor. 2003-2005.
Jakarta, Indonesia




MOVIE CREDITS



Rob The Robot (2010)

- Technical Supervisor

Rob the Robot is the first animated TV series that I worked on in One Animation. In rigging, I help the rigger to tackle any rigging challenges. For the art team, my task is simply prototyping and build any template shader used in the show. In animation, I created xml based animation library tools that allow the animator to store, manage, and easily apply their animation library; also other supporting tools like capturing and submitting shots. I did any ICE particle simulated asset and simulation caching tools. Rendering is

	<p>another challenge, I help designing the rendering pipeline and then create any tools to support rendering like batch render submission tools and render pass creation including some automated comp process. Asset management is also very crucial in this production. I designed the first version asset management tools and pipeline then create the client side codes while the server side codes was done by other programmer.</p>
	<p>Monster Ressurected (2009)</p> <ul style="list-style-type: none"> • Shading and rendering TD for Acrocantosaurus ressurection shots • Mussle and skin growing FX Artist for Acrocantosaurus comes to life in museum shots <p>In these shots, the dinosaurs are added on the live action footage. My responsibility is to supervise the technical aspect of the assigned shots including oversee the character rigging (with mussle sim), flesh growing fx, shading and rendering.</p>
	<p>De Vilde Svaner (2009)</p> <ul style="list-style-type: none"> • 3D Technical Director for Swans. <p>I was given the opportunity to rig and support the swan characters in this production.</p>
	<p>Sing To The Dawn (2008)</p> <ul style="list-style-type: none"> • Senior Character Modeler • Character/Rigging TD <p>My main responsibility here is to design, prototype and automate the rig for all character in the movie. Rig includes Facial and body rig for both human and animal characters.</p>