

# PIETRA ARUMAGA

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## TECHNICAL ARTIST / CHARACTER ARTIST

Game artist specialized in character setup and modeling as well as creating 3D environments with five years experience in architecture, CAD drafting and design.

Other area of strength including:

*Programming/Scripting • Texture • UV Map • Character Design • Environment Modeling • Level Design*

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## TECHNICAL SKILLS

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### GRAPHICS DEVELOPMENT TOOLS

- Alias Wavefront Maya (certified user)  
since v5.0 to current (2004 to current)
- Alias Motion Builder Pro  
since v6 to current (2005 to current)
- Discreet 3D Studio MAX  
since 3D Studio 4 for DOS to current (1996 to current)
- Adobe Photoshop  
since v3.0 for windows 3.11 to current (1994 to current)
- AutoDesk AutoCAD  
since v13 for DOS to v2002 (1996 to 2002)
- GraphiSoft ArchiCAD  
since v6.5 to current (1999 to current)
- Abvent ArtLantis  
since v3.0 to current (1999 to current)

### OPERATING SYSTEMS

- Microsoft Window  
since DOS 3.11 to current (1988 to current)
- Apple Macintosh  
since OSX to current (2004 to current)
- Linux (Slackware, RedHat, Mandrake/Mandriva)  
since 1998 to current

### MULTIMEDIA AUTHORING TOOLS

- Macromedia Flash  
since v4.0 (2002 to current)
- Adobe Premiere  
since v3 to current (1997 to current)
- Macromedia Authorware  
since v4 to current (1998 to current)

### PROGRAMMING / SCRIPTING TOOLS

- Java development using J2SE  
since JDK1.3 to current (2002 to current)
- MEL Script  
since MAYA v6.0 to current (2004 to current)
- Flash ActionScript  
since v2.0 in Flash MX 2004 (2004 to current)
- PHP  
since PHP 3.0

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## PROFESSIONAL EXPERIENCE

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### Various companies

2005 - current

Freelance Web Developer and 3D Modeling/Rendering

### Grup Revitalisasi Kota (City Revitalisation Group), Bandung – Indonesia

1997-2002

I was in GRK as an Architect, Web Developer and CAD Modeler. I was also involved in publishing a book about Braga (a classic town from the age of Dutch colonization).

### International Symposium “Braga: Tourism Development through Urban Revitalization”, Bandung – Indonesia

November 1997

An international symposium on urban development and revitalization. I was one of the committee members and was also the head of the presentation team which was responsible for making 3D architectural animations, website development and various presentations for the symposium.

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## EDUCATION AND PROFESSIONAL TRAINING

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### **Art Institute of Vancouver – Burnaby, Canada (formerly CDIS)**

*January 2004 – June 2005*

#### **Game Art and Animation Diploma**

I was involved in making a total conversion modification of Unreal Tournament 2004 called “Truth of The Shard”. I worked on the project as an environmental modeler and technical scripter. I produced some unreal scripts for the game such as an item pick up system.

Also, during my time at AiVB I made several MELScripts that are useful to speed up an artist’s workflow. Two of the most significant scripts I wrote were an “Automatic Rigging Script” and a “Transparency Slider”. Automatic Rigging is a script which automatically generates IKs, clusters and controllers for a biped skeleton. While the Transparency Slider script helps an artist easily match their 3d model to the reference.

At AiVB I also made a Java Flash server to manage online Flash game connections (work in progress) similar to that of ElectroServer. My main focus at AiVB is to become an environmental modeler and/or a technical scripter.

### **WWW Institute of Switzerland (Jakarta Branch), Jakarta – Indonesia**

*January 2002 - September 2002*

#### **Certified Webmaster & Microsoft Windows Network Administrator**

- HTML
- CSS
- TCP/IP Networking
- Javascript
- CGI/Perl
- Java Applet
- Java Servlet
- Java Application
- Microsoft IIS Web Server
- Active Server Pages
- Microsoft Exchange Server
- Microsoft Proxy Server

### **Parahyangan University, Bandung – Indonesia**

*June 1994 - June 2001*

#### **Bachelor of Science from Department of Architecture - Faculty of Engineering**

My final project for architecture was an historical thesis/writing and student project. In my historical thesis/writing I analyzed the connection between real architectural space and virtual space, which exist on the internet and web. I used structuralism/post-structuralism for my analytical method. As for my student project I made a “Multimedia Development Centre”.

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## REFERENCE

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### **Hendrik F. Wieland**

*Holland Architect and founder of GRK. Now live in Holland and owner of Wieland Design.*

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