

# PIETRA ARUMAGA

6F-03-06 Kenanga Apartments. Jln Wawasan 2/3. Puchong - Selangor 47160. Malaysia • ☎ cell (+60) 142649764

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## TECHNICAL DIRECTOR / PIPELINE TD

Computer Graphic technical artist specialized in pipeline setup, scripting and programming, render I/O pipeline as well as character setup and rigging with several years of experience in the South East Asia Film and Animation Industry.

Other area of strength including:

*Asset Management • Pipeline Tools Programming • Production Tracking Tools Programming • UNIX systems*

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## TECHNICAL SKILLS

### COMPUTER GRAPHIC APPLICATIONS & TOOLS

- Autodesk Maya (certified user)  
since v5.0 (2004 to current)
- Autodesk SoftImage  
since v5.11 (2007 to current)
- SideFX Houdini  
since v10 (2009 to current)
- Pixologic ZBrush  
since v2.0 (2005 to current)
- NxN Alienbrain  
since v7.5 (2007 to current)
- Autodesk 3D Studio MAX  
since 3D Studio 4 for DOS (1996 to current)
- Shoran RenderPal Render Manager  
since v2 (2009 to current)
- Binary Alchemy Royal Render  
since v5 (2007 to current)

### OPERATING SYSTEMS

- Linux Systems. Ubuntu (primary), Redhat/Fedora, Slackware  
a linux enthusiast since 1998 to current. Since 2007 been using it as the primary workstation at home and work

### PROGRAMMING LANGUAGES, TOOLS & DATABASES

- Python  
since 2.4 (2007 to current). IDE: Vim/ActiveState Komodo
- Perl  
since 2011 to current. IDE: Vim
- MEL  
since Maya v6.0 (2004 to current) IDE: Vim
- Javascript & JScript  
since 1998 to current. IDE: Vim
- PHP  
since 3.0 (2001 to current). IDE: Vim
- Java J2SE  
since JDK1.3 (2002 to current). IDE: Eclipse
- C/C++  
since 2005. IDE: Vim & GCC/Microsoft Visual Studio
- MySQL  
since MySQL v3 (2003 to current)

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## PROFESSIONAL

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### Rhythm & Hues - Malaysia

*Pipeline TD for the studio. January 2011 – current*

As a Pipeline Technical Director that is part of the CG Production Pipeline Team, my role includes but is not limited to:

- Develop, debug and maintain tools & modules in Perl and Python to streamline the visual effects production
- Supporting production pipeline & troubleshooting issues
- Provides technical support for the various proprietary applications on UNIX workstations

### One Animation - Singapore

*TD / Software Developer for the studio. May 2009 – June 2010*

- Solely developed in-house Asset Management server on UNIX using Python socket server and Twisted module for handling file transfers and versioning on network connection
- Responsible for scripting & customization of RenderPal render manager
- Worked closely with hardware vendors and IT consultants to optimize production pipeline by designing network topology, blade of render farms, and NAS storage

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## **Infinite Frameworks Studios, Indonesia**

*TD / Senior Programmer / Acting Head of Technical Department for the studio. August 2008 – March 2009*

- As a Senior Programmer, built asset integrations between Autodesk Softimage and NxN Alienbrain using Jscript
- As a TD that is part of the R&D team which does research on rigging & automated tools on Autodesk SoftImage
- As an Acting Head responsible for managing the Technology team which does render farm maintenance, storage management, server maintenance, internet maintenance and technical support

## **Infinite Frameworks Studios, Indonesia**

*Lead Programmer for the studio. March 2008 – July 2008*

- Responsible for developing in-house task tracking tools
- Designed, built and implemented web-based production tracking tools using PHP, MySQL, Apache and Python

## **Infinite Frameworks Studios, Indonesia**

*Rendering Artist for feature film Sing to the Dawn. August 2007 – February 2008*

Rendering artist for feature film "Sing to the Dawn". As part of a team that is responsible for multi-passes rendering process (diffuse, ambient occlusion, normal, shadow, light, etc) and prepares them for compositing. Utilize Autodesk SoftImage, Mentalray and Royal Render.

## **Grup Revitalisasi Kota (City Revitalisation Group), Indonesia**

*Architect, 3D Artist, Web Developer for the studio. 1997-2002*

- As 3D artist, CAD drafter and Web Developer that does 3D Architectural Visualizations
- Lead of 3D Architectural Visualization Team which was responsible for making 3D architectural fly-through and various presentations for the symposium "Braga: Tourism Development through Urban Revitalization"
- Part of the team that published an architectural book about Braga (a classic town from the age of Dutch colonization)

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## **EDUCATION AND TRAINING**

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**SideFX Bootcamp Houdini Training - Singapore** June 29<sup>th</sup> - July 3<sup>rd</sup> 2009

**Autodesk Maya Master Class - Singapore** November 5<sup>th</sup> 2008

**Art Institute of Vancouver – Burnaby, Canada** January 2004 – June 2005

**Associate of Game Art and Animation**

**WWW Institute of Switzerland (Jakarta Branch), Jakarta – Indonesia** Jan 2002 - Sept 2002

**Certified Webmaster & Microsoft Windows Network Administrator**

**Parahyangan University, Bandung – Indonesia** June 1994 - June 2001

**Bachelor of Architecture**

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## **REFERENCE**

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### **Enrique Caballero**

*Lead Creature Artist at One Animation*

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### **Syah Inderaprana**

*CG Supervisor at Infinite Frameworks Studios Batam*

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