



Brandon Budidjaja

Technical Artist

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Skills:

Profession in : Programming, Rigging, Animating, Design

Engine: Unity, Unreal Engine, Construct Engine

Software : Autodesk Maya, Adobe Photoshop, Adobe Flash, Adobe Premiere.

Software Languages: C#, Javascript, Mel, C++, Python

Languages: English and Indonesian

Education:

Academy of Art University – San Francisco, CA
2014-2017

B.A Technical Artist

Diablo Valley College – Pleasant Hill, CA
2012-2014

Studied in B.S Computer Science.

Relevant Experience:

I Got Games (IGG)

June 2018 - Present

Technical Artist / Tools Developer- Fremont, CA

- Lead a technical team in developing tools for Unreal Engine and Unity to help artist achieve realistic simulation with little or no programming needed.
- Develops and maintains python tools to help the process of rigging and animating.
- Solve technical issues and create a smooth pipeline for the workflow between art and game engines.
- Generates extensive creature / biped rig for cinematic animations.
- Responsible for research and development in order to achieve more realistic animation in both Cinematic and Game engines.

Playchemy

Technical Artist / Unity Developer- Millbrae, CA

July 2017 - June 2018

- Ensure an efficient pipeline from the Autodesk Maya into both Unreal and Unity engine to keep the quality of the models and animations in game.
- Developed and maintain python tools that automate monotonous processes for rigging and animating characters.
- Set up joint base rigs for both humanoid and creature models using Autodesk Maya and custom made tools using both mel and python.
- Managed the development of an IK system for a realistic hand movement in virtual reality.
- Improved the Navigation Mesh from Unity to allow an AI to glide around in 3D space.

Mage Ascending - Vive / Unity (AAU Spring Show and GDC 2017)

October 2016 - March 2017

Programmer / Designer / Rigging- San Francisco, CA

- Designed and implemented spell change mechanic using a magic book in order to fully immerse the player in Virtual Reality
- Merged rigid body physics with joint physics in order to create a smooth ballistic throwing movement.
- In charge of producing and editing a cinematic trailer of the game to be shown in GDC 2017.

Senso Demo - Unity (Made for Senso to show in GDC 2017)

December 2016 - March 2017

Gameplay Engineer/ Designer / Rigging - San Francisco, CA

- Developed a code that communicates with the system API in order to use the glove functionality for the game.
- Created pseudo gestures from the glove by modifying the core program thus allowing the designer to test gameplays.

Booty Trap - Google Tango / Unity(Published in Google Store)

December 2016 - March 2017

Programmer / Designer - San Francisco, CA

- Developed and designed some of the traps use in the game.
- Redesigning the tango system to allow user to place traps on the wall in AR accurately