

Ian Martin-Ciputra Ie

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EDUCATION

Ringling College of Art and Design, Sarasota, FL
BFA May 2016, Major: Computer Animation,
Minor: Business of Art and Design
Thesis: "The Controller" a 3 minute animated film,
Focus on character animation and modeling

Whitley Secondary School, Singapore
"o" Level Certificate, 2008

AWARDS

Best of Ringling 2015-2016: Featured in Best of Ringling end of the year gallery show for thesis "The Controller"

CG GENERALIST AND MODELING EXPERIENCE

Visual Development Artist and 3D modeler, Ringling College of Art and Design, Sarasota, FL 2012-2016
As part of the high level course, designed, developed and modeled character to be used for 10-20 seconds animation:

- Created characters, props & environment that shows weight, emotion, story and mechanic
- Modeled, rigged and textured in Maya and Zbrush various character and props and environment to be used in animation

Animator, Ringling College of Art and Design, Sarasota, FL

As part of Upper level course, pitched ideas and created animatic:

- Using advance techniques in premiere and Photoshop, developed a visual and entertaining animatic under strict deadlines
- Developed character, stories and environment that engaged viewers through visuals

Modeling, Hasbro Workshop at Ringling College of Art and Design, Sarasota, FL 2014-2015

- As part of the workshop program, designed and created a toy design based on Hasbro toy lineup.
- Sculpted in Zbrush, with all of the joints separated, to mimic the real life toy production pipeline

Visual Development artist and animation, Freelance, Seattle, WA 2011

Designed, developed and animated a short video for Pastor's wedding anniversary:

- Designed characters, & environments that shows represent the lovely couple and their history
- Animated in After effects that shows emotion and story

LEADERSHIP AND TEAM EXPERIENCE

Lead modeler for client, Clean The World, a non-profit organization, Orlando, FL, 2015

- Created a mockup design for the office's interior in 3D to give a better idea of the design

Visual development and editor, International Full Gospel Fellowship, Seattle, WA, 2010

Selected by the project leader to oversee the Visual elements in an Easter Drama

- Developed and created an animated short presentation to enhance the visual in the drama

PERSONAL

Advance proficiency with Mac and PC with a variety of programs: Autodesk Maya, Adobe Premiere, Photoshop, Audition, Pixar Renderman, The Foundry Nuke, Eyeon Fusion, Zbrush and Substance Painter. Bilingual fluency in English and Indonesian. Community service with International Full Gospel Fellowship Seattle.