

NADYA SUGIARTO

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EDUCATION

Ringling College of Art and Design, Sarasota, FL
May 2020, Bachelor of Fine Arts
Major: Computer Animation

3dsense Media School, Singapore, Singapore
July 2016, WSQ Diploma
Singapore Workforce Skills Qualifications, Animation

ANIMATION EXPERIENCE

Freelance 3D Animator, Los Angeles, CA, February 2024 – present

Worked on a fantasy-themed mobile game pitch

- Animated stylized fantasy creatures and props, as well as props rigging and lighting/rendering in a game pre-production settings within a tight deadline

Worked on an animated short film

- Worked with mocap data for body-mechanic heavy shots in a fighting sequence for a short film

Previs Artist, MPC VFX, Culver City, CA, 8/2020 – 1/2021, 3/2021 – 9/2021, 5/2022 – 12/2022

Worked closely with Leads and Supervisor for *Chip n' Dale: Rescue Rangers*

- Blocked and animated cameras and characters for sequences of shots based on storyboards for previs
- Rigged props and did character rig adjustments to animate specific actions within shots for postvis

Worked closely with Previs Supervisor for *Transformers: Rise of The Beasts*

- Animated cameras and characters for sequences of shots based on script and loose description from client

Worked closely with Previs Supervisor and Head of Visualization for *Lyle, Lyle, Crocodile*

- Blocked and animated shots based on either storyboard or description from Head of Visualization
- Worked with mocap data and/or did keyframe animation based on the provided dance viz from client

Worked closely with Previs Supervisor/ Animation Director for Apple TV+'s VR adaptation project

- Animated realistic bipedal and winged creatures that include cycles and specific beats of the sequence

Worked closely with Previs Supervisor for *Orion and The Dark* (Dreamworks/Netflix)

- Blocked and animated cameras and characters for sequences of shots based on storyboards for previs
- Lit shots and worked with AE to achieve specific looks and FX to support the story

Previs Artist, Proof Inc., Los Angeles, CA, 9/2021 – 5/2022, 4/2023 -10/2023, 2/2024-3/2024

Worked closely with Previs Supervisor for Apple TV+ film, *Ghosted* and Apple TV+ episodic, *Shape Island*

- Blocked and animated shots based on either storyboard or loose description from client

Worked closely with Previs Supervisor for an upcoming Disney sci-fi live-action feature film

- Blocked and animated shots based on either storyboard or loose description from client
- Prepped maya files for export for UE renders

Worked closely with Post-vis Anim Supervisor for an upcoming Paramount horror live-action feature film

- Animated realistic alien-like creatures on top of live-action plates

Previs Animator, Halon Entertainment, Santa Monica, CA, 1/2021 – 3/2021

Worked closely with the Previs Supervisor for *Aquaman and The Lost Kingdom*

- Blocked character's path and environment layout based on storyboards and concept arts from client

CG Generalist, Neko Productions, Remote, July 2020 – August 2020

Worked closely with the head of CG on several projects, such as mobile games, custom avatar emojis, and advertisement contents

- Responsible for modeling, rigging, texturing, UV, compositing, render, general FX QC

Technical Animator, Blue Sky Studios, Greenwich, CT, May 2019 – August 2019

Served as a technical animator to the production process working in the Animation Department for the show, *Spies in Disguise*

- Worked closely with the Lead TA for Quality Control of the final product during the animation phase of the pipeline

Freelance 3D Animator, Sumimasen Studios, Indonesia, March 2019 – April 2019

Animated on *True North*, an indie feature film directed by Eiji Han Shimizu

- Worked with motion capture data and/or did keyframe animation to create believable acting performance

COMPUTER & ART SKILLS/TECHNIQUES

- Proficient in Maya, Unreal Engine, Arnold Renderer, Nuke, Adobe Photoshop, and Adobe Premiere Pro