

# RINALDO TJAN

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## OBJECTIVE

To accept the challenge in pushing the boundaries of real-time CG environment for interactive media.

## SKILLS

Full understanding on real-time lighting and shadowing system and color management.  
Unreal Engine Level creation, scripting, cinematic, texturing/material, and lighting.  
Maya and 3DMAX modeling, lighting, texturing, and rendering.  
Texture creation and image manipulation.  
After effects editing, compositing and VFX creation.  
Photography, digital imaging and lighting and exposure experience.  
Final Cut Pro, Premiere Pro non linear video editing.

## QUALIFICATION HIGHLIGHTS

Excellent eye in color coordination and lighting composition.  
Work and communicate extremely well with other team members.  
Efficient and highly adaptable to engine limitations and feature set.  
Strong analytical and creative problem solving skills.  
Rapid ability in learning new software and custom in-house tools.  
Dedicated and independently motivated.

## EXPERIENCE

- April 2015 – Present** [Hangar 13 Games, CA, USA]  
**Lead Lighting Team.**  
Responsible for managing lighting team.  
Establish the look of lighting and direct implementation for Mafia 3 project and unannounced project.  
Collaborate with engineers in driving visual rendering advancement features, rule-set, standards and implementation using proprietary in house engine.  
Project Mafia 3 + “unannounced” PC/PS4/XboxONE.
- November 2013 – April 2015** [Hangar 13 Games, CA, USA]  
**Sr. Look Development Artist.**  
Responsible in establishing lighting system and rendering technical rule-set, features and standards.  
Bridge the gap between programmer, artist and art director in lighting and camera pipeline.  
Project “unannounced” on next generation platform.
- October 2012 – October 2013** [2K Marin, CA, USA]  
**Sr. Technical Level Architect.**  
Responsible in lighting system development and its implementation for the entire game.  
In addition to establishing level standard, help complete multiple main missions and side missions levels to final stage.  
Project The Bureau XCOM Declassified and DLC 3 PC/XBOX 360/PS3
- October 2010 – Sept 2012** [2K Marin, CA, USA]  
**Level Architect.**  
Level layout design and environment visual art creation.  
Performance and memory guidelines, research and pipeline creation for Unreal direct and indirect lighting system replacement.  
Project XCOM TBD PC/XBOX 360/PS3
- April 2008 – Sept 2010** [2K Marin, CA, USA]  
**Level Architect.**  
Level layout design and environment visual art assets creation for BioShock2 PC/ PS3 / XBOX 360.

**January 2007 – March 2008**

**[StormFront Studios, CA, USA]**

**Sr. Environment Artist.**

Setting up environment pipeline and build level and assets for Spiderwick The Chronicles.  
PC / PS2 / Wii / XBOX 360 platforms. Additional task are creating pre-production environment assets for un-announce PS3 XBOX 360 and Wii/DS title.

**August 2005 – December 2006**

**[StormFront Studios, CA, USA]**

**Environment and Texture Artist.**

Creating Hi-Resolution texture and building environment assets for "Eragon" Game on  
PC / PS2 / XBOX / XBOX 360 platforms.  
Creating pre-production environment assets for un-announce PS3 and XBOX 360 title.

**February 2006 – May 2006**

**[Academy of Art University, CA, USA]**

**Environment and texture directed study instructor.**

Working as a part-time instructor in Academy of Art University teaching Master degree students  
in making in game environment models and textures assets.

**January 2003 – December 2003**

**[Sophie's Stress Free Soirees, CA, USA]**

**Photoshop and Illustrator tutor.**

Private tutoring on general tools in Photoshop and illustrator to a 2D graphic artist.

## SHIPPED TITLE

<b>Mafia 3</b>	<b>2016</b>	[PC / PS4 / Xbox ONE]
<b>The Bureau / DLC3</b>	<b>2013</b>	[PC / PS3 / XBOX 360]
<b>The Bureau / XCOM Decl.</b>	<b>2013</b>	[PC / PS3 / XBOX 360]
<b>Bioshock 2 DLC3-4</b>	<b>2010</b>	[PC / PS3 / XBOX 360]
<b>Bioshock 2</b>	<b>2009</b>	[PC / PS3 / XBOX 360]
<b>Spiderwick Chronicles</b>	<b>2008</b>	[PC / PS2 / Wii / XBOX 360]
<b>Eragon</b>	<b>2007</b>	[PC / PS2 / XBOX / XBOX 360]

## EDUCATION

**ACADEMY OF ART UNIVERSITY, San Francisco, CA, USA**

**Graduated on**

May 2005 (BFA)

*Majoring in*

Computer Arts-3D Game

**Total cumulative GPA**

3.66