

RINALDO TJAN

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SUMMARY

Well-versed AAA game developer with multiple award winning shipped titles under the belt. Rinaldo has extreme passion in computer graphics Real-Time rendering and lighting system. End to end experience from texturing down to final rendered scene with high degree of knowledge of artist workflow and render pipeline.

SKILLS

Full understanding on real-time lighting, shadowing and color management system.
Unity and Unreal Engine Level creation, cinematic, texturing/material, post-process and lighting.
Asset modeling, texture and material creation.
Non-linear editing, grading and compositing in DCC Tools such as After effects Premiere Pro, Final Cut Pro and DaVinci Resolve.
Photography, digital imaging and real life lighting and exposure in depth understanding.

QUALIFICATION HIGHLIGHTS

Excellent eye in color coordination and lighting composition.
Work and communicate extremely well with other team members.
Efficient and highly adaptable in utilizing engine 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

Feb 2017 – Present.

[Unity Technologies SF, CA, USA]

Technical Art Director.

Foster a collaborative environment with select Unity Developers and help them achieve higher fidelity in their project(s) with the latest features from Unity.
Influence and help drive Unity Real Time graphics technologies roadmap and development.
Released documents, blog posts and education materials to help users understand how to take advantage of Unity Rendering power to improve their projects.
Project: More than a dozen titles and counting targeting various platforms using Unity Engine.

April 2015 – February 2017

[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/Xbox ONE.

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

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

