# ADIEN DENDRA

*Character Rigger*

## ABOUT ME

I'm a Character Rigger who is living in Sydney, Australia. Currently I'm working at Animal Logic as a Rigging Artist.

On a daily basis, I usually work with Python and Maya to investigate rigs and simulation with new techniques. On top of that I also love doing hobbies like graphic design and traditional art like painting using ballpoint pen and pencil.

## CONTACT

Unit 3, 39 Henson Street
Summer Hill 2130 NSW Australia

+61413168140

adien.dendra@gmail.com

adiendendra.com

## EXPERIENCE

**Animal Logic**
Sydney

**Rigging Artist**
*October 2021 – Present*
Setup the characters and props rig for feature animation production with Paramount Animation, Imagine Entertainment and Animal Logic Entertainment. Based on the children's book "The Shrinking of the Treehorns" and directed by Ron Howard
*Projects:*
- The Shrinking of the Treehorns, *Feature Film*

**M2 Animation**
Bangkok

**Lead Rigger**
*April 2020 – September 2020*
Despite my status level work still as a Senior Rigger in M2 Animation, but in this project I have been delegated being lead. For the workflow I just created the rig and skinned through the framework that was provided by rigging TD. Besides, I supervise work in the team, look up the solution on rigging issues, and manage the team to keep delivering work right on time as on the schedule.
*Projects:*
- Jones, *Tv Series*

**M2 Animation**
Bangkok

**Facial Rigging TD**
*November 2019 – January 2020*
I had been charging to develop facial rigs for a short cinematic game project. Built the framework with python in order to make rigging convenient running the workflow as well as the animator as the end user.
I did a combined system through facial native skinning joints and blendshape in order to get facial realistic results.
*Projects:*
- Warhammer, *Game Cinematic*

**M2 Animation**
Bangkok

**Senior Rigger**
*March 2018 – Present*
Responsible for character and props rigging using M2 rigging framework, doing script with python for supporting the task. Besides, for tracking tasks I use Shotgun.
*Projects:*
- LEGO® Friends, *Tv Series*
- LEGO®, *Commercial*
- Warhammer, *Game*

**3D Sparrow**
Remote

**Rigger**
*June 2017 – February 2019*
I developed from the scratch both rig and skinning for some characters included prop rigging.
*Projects:*
- Booba, *Tv Series*

## DEMOREEL

Tool/scripting reel:
**https://tinyurl.com/AdienToolsReel**

Rigging reel :
**https://vimeo.com/421410484**

Github link:
**https://github.com/AdienDendra**

## PERSONAL PROJECT

**Tools and Rig**
There are some tools that I have been developed and a free rig project to download.

Here is the project link
**https://gumroad.com/adiendendra**

## SOCIAL MEDIA

adiendendra

linkedin.com/in/adiendendra

adien.dendra

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**Biznet**
Jakarta

**Rigger**
*March 2015 – February 2018*
I created character rig and animation interfaces to suit the requirements of the production. Also sculpt blendshapes and create character facial rigs. Also, I created rigs for props and sets.
*Projects:*
- Animarsh, *Tv Series*

**SilverAnt PPI**
Kuala Lumpur

**3D Animator**
*August 2013 – January 2015*
I was creating animation for both an action and acting.
*Projects:*
- Sanzoku no Musume Ronja, *Tv Series*

**Infinite Studios**
Batam

**3D Animator**
*September 2012 – May 2013*
I was creating animation for both an action and acting animation for TV series.
*Projects:*
- Peter Rabbit, *Tv Series*
- Octonauts, *Tv Series*
- Franklin and Friendf, *Tv Series*

## EDUCATION

**University of Indonesia**
Jakarta

**(Advertising) Communication**
*August 2009 – July 2012*
Bachelor Degree

**Binus Center**
Jakarta

**Computer Graphic Design**
*August 2007 – July 2008*
Diploma 1

**University of Indonesia**
Jakarta

**Pharmacy**
*August 2003 – July 2006*
Diploma 3

## INFORMAL EDUCATION

**Puppeter Lounge**
Online

**Python Workshop**
*March 2015 – July 2015*
Beginner python workshop

**Puppeter Lounge**
Online

**Rigging Workshop**
*August 2014 – February 2015*
Character cartoon rigging sytle workshop

## EXPERTISE

Autodesk Maya          Python          MEL          PySide

Autodesk MotionBuilder          Adobe Photoshop

Adobe Illustrator