



# REYQYULANGIE DIDIK PIKATAN

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## OBJECTIVE

Aspiring and skilled Visual Effects Artist with a specialization in animation from SMK Raden Umar Said, and hands-on experience in stylized and procedural VFX for animated series. With one years of experience, I have developed a strong foundation in tools such as Houdini FX, Unreal Engine, Nuke, Fusion, Maya and Blender, and have been entrusted to create and optimize VFX assets in various productions. I am particularly interested in enhancing FX pipelines for real-time and animated storytelling, and contributing both creative and technical solutions in a collaborative production environment.

## PROFESSIONAL SKILL

### Software Skill

- Houdini FX
- Nuke
- Fusion
- Blender
- Unreal Engine
- Maya

### Soft Skill

- Creative Planning
- Team Communication
- Technical Problem Solving
- Deadline management

## EDUCATION

### SMK Raden Umar Said Kudus - Animation

2022 - 2025

Specialized in 2D/3D Animation and Visual Effects. Focused on FX design, LRC, and procedural workflows using Houdini and Blender.

**Awards :** "Warnada" 1<sup>st</sup> Place Amikom Video Competition 2023 - as Technical Director, LRC Artist, Rigger, and VFX Artist

## EXPERIENCE

### RUS Animation Studio

Jan - Dec 2024

#### Wakakibo Season 2 - Animated Series

- Designed and simulated dynamic ocean scenes interacting with characters using FLIP Fluid Simulation in Houdini.
- Built procedural FX setups with geometry nodes to generate realistic elements such as waves, foam, and other ocean effects.

#### The Scavengers - Animated Series

- Developed cinematic smoke, particle, and laser simulations using Niagara System in Unreal Engine.
- Created a custom FX blueprint setup to enhance visual storytelling and real-time effects.

#### Nyla - 2D Animated Movie

- Responsible for compositing visual elements to achieve anime style using After Effects.
- Created stylized 2D FX, such as aura, amber particles, and fire, using noise-driven shape to enhance visual appeal.

#### Iforte Inspirasi Diri - Music Video

- Created stylized 2D effect trails using Adobe After Effects for dynamic motion graphics.
- Responsible for matchmoving and creating rough key for motion graphics guide.

#### Kapsul Waktu - Final Assignment

- Worked as an LRC, VFX Artist, and also
- Led the project's technical direction, ensuring an efficient and optimized animation pipeline.

## LANGUAGES

- Indonesia (Native)
- English (TOEIC Score: 800)