

SHANNON



WIDJAJA

LOOK DEVELOPMENT & LIGHTING

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WORK EXPERIENCE

Hinge | CG Generalist | (Aug 2022 - present)

- Responsible for modeling, texturing, look development, lighting and compositing
- Assisted in various projects including Toonami, Monkey Shoulders, Xbox, etc.

MAKE | CG Generalist Intern | (Jun. 2021 - Aug 2021)

- Responsible for modeling, look development, lighting and compositing
- Created 3D models and environment layout for 2D paintover
- Worked for clients such as Crunchyroll, Lucky for Life Nebraska Lottery
- Created content for MAKE's social media

SCAD | Resident Assistant | (Jul. 2021 - Jun. 2022)

- Fostered a community of 60 residents by leading community builder events
- Conducted mediations to resolve conflicts between residents
- Responded to critical situations to ensure safety of residents
- Acted as a resource for first year students



COLLABORATIVE PROJECTS

Look Development & Lighting Lead | "Tea Dragons" | (Jun. 2021 - Jun. 2022)

- Conducted look development tests to develop hybrid film look
- Created light rigs for master lighting and lit and composited individual shots
- Scheduled environment & lookdev department tasks based on each artist's strengths
- Troubleshooting and provided solutions to rendering & pipeline issues
- Created hand-painted textures for environment
- Supervised a team of 7 texture artists, lighters and compositors to deliver high quality shots

SCAD Animation Studios | CG Generalist | "Hex Limit" | (Jun. 2020 - Oct. 2021)

- Modeled, textured, and set dressed environment and crowd character assets
- Responsible for environment master lighting and character shot lighting
- Worked with Art Director to create stylized look of film using shaders and textures
- Collaborated with team of 80 artists from various departments to create production-ready environments, assets and textures

Look Development Lead & Lighting Artist | "Alone In The Night" | (Nov. 2020 - Jun. 2021)

- Demonstrated Substance Painter and optimized workflow
- Troubleshooting and provided solutions to rendering & pipeline issues
- Created stylized textures and shaders for 3D environment and props



EDUCATION

Savannah College of Art and Design (SCAD)

B.F.A. Animation (Sept. 2018 - June 2022)

Technical Concentration | GPA 3.90

Dean's List Honors | Summa Cum Laude



SKILLS

Technical Skills:

Lighting • Compositing • Shading • Texturing • Rendering
3D Modeling • Retopology • Sculpting • UV

Software:

- | | |
|-----------------------|---------------------|
| - Adobe After Effects | - Foundry Nuke |
| - Adobe Photoshop | - Pixologic ZBrush |
| - Autodesk Maya | - Linux |
| - Autodesk 3ds Max | - Substance Painter |
| - Arnold | - Unreal Engine |
| - Foundry Mari | - XGen Interactive |
| | - V-Ray |



LEADERSHIP

SCAD | Orientation Assistant (2019 - 2021)

Women in Animation | Member (2021 - present)

SCAD Serve | Student Volunteer (2019 - present)

Leaders of Inclusive Thinking | Logistics Lead (2020 - 2022)

Banjarnegara Teaching Project | Project Manager (2016-2018)



EXHIBITIONS & AWARDS

- The Rookies Award 2021 Finalist - 2 Categories (2021)
- SCAD Animation Fest 2021
The Making of "Hex Limit" Panelist
- SCAD Drawing Works Exhibition (2020)
- SCAD Port City Review Exhibition & Journal (2019, 2020)
- SCAD Foundations Honors Show (2019)
- ANPS Indonesia Fine Arts Exhibition (2018)