Bondhan Kimbalazani | cg artist   aobond@gmail.com

http://www.bondhan.com

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OBJECTIVE

To be part of a company that allow me to progress as a professional while allowing me to share my experience and creativity with like minded individuals

EDUCATION

BA Visual Communication Design at State University of Malang, Indonesia

SOFTWARE PROFICIENCY

Expert level on Autodesk 3DSMax, Pixologic Zbrush, Mudbox, Adobe Photoshop, Substance Painter, Unreal Engine

EMPLOYMENT EXPERIENCE

- **ARM Ltd.** Cambridge (March 2016 – Present) as Senior artist

  www.arm.com

  Working with group of engineers developing cutting edge technical demo to showcase features of ARM Mali mobile GPU. Responsible for all visual aspect of the demo such as art direction, characters, rigging, VFX and also having my hands on some technical stuff.

- **Rocksteady Studios** London (April 2013 – February 2016) as Asset/Environment artist

  www.rocksteadyltd.com

  Responsible mainly on weapons, hero assets and interactable objects. Producing benchmark asset, managing some outsourced stuff. I also helped with making a couple of levels during development of Arkham Knight DLC. Later on involved in making some hero assets for Batman: ArkhamVR.

- **Bohemia Interactive Simulations** Czech Republic (September 2011 – February 2013) as 3D artist

  www.bisimulations.com

  Created many different characters and vehicles for military simulations, developed visually complex features and working closely with designer.

- **Codemasters Studios** Malaysia (July 2008 – March 2011) as Vehicle artist

  www.codemasters.com

  Worked on many different vehicles created with high degree accuracy for various racing game such as Dirt and Formula 1.

- **Sparky Animation Pte. Ltd.** Singapore (February 2008 – July 2008) as Senior CG artist

  www.sparkyanim.com

- **Infinite Frameworks Studios** Indonesia(May 2007 – December 2007) as Environment   artist

  www.frameworks.com.sg

  Working on Indonesia's first animated feature film, doing RnD in animation pipelines, creating environment assets and matte painting.

VIDEO GAMES CREDITED

- **Batman: ArkhamVR** (PSVR) at Rocksteady Studios
- **Batman: Arkham Knight** (PS4, Xbox One, PC) at Rocksteady Studios
- **Dirt 2** (Xbox360, PS3, PC) at Codemasters Studios
- **F1 2010** (Xbox360, PS3, PC) at Codemasters Studios
- **Bodycount** (Xbox360, PS3, PC) at Codemasters Studios
- **Dirt 3** (Xbox360, PS3, PC) at Codemasters Studios

NON VIDEO GAME PROJECT

- Sing To The Dawn (feature film) at Infinite Frameworks Studios
- Veggietales (direct to DVD) at Sparky Animation
- Arjun (feature film) at Sparky Animation

TALK

- Guest Speaker at Brains Eden 2016
  http://malideveloper.arm.com/events/brains-eden-2016/