

# RESUME/CV

[www.baiquni.carbonmade.com](http://www.baiquni.carbonmade.com)

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## BIO

Name : Baiquni Abdillah Date of Birth : April 10, 1993  
Nationality : Indonesian

## EDUCATION

STMIK Amikom, Yogyakarta, ID Bachelor of Informatics Engineering Degree

## SKILL

### Abilities

Modeling Low Poly & High Poly, Texturing,  
Shading Creation, UV, Sculpting,  
Lighting & Rendering

### Programs

Maya, 3D Studio Max, Zbrush,  
Cryengine, Mudbox, NDO, Knald,  
Photoshop, After Effects

## EXPERIENCE

### MSV Pictures

3D Environment Artist  
February 2012 - Present

#### Tasks:

Environment & Prop Modeling,  
Texturing, Shading Creation, UV,  
Sculpting, Lighting & Rendering

"LEGEND OF AJISAKA : FIRE & ICE"

[www.msvpictures.com](http://www.msvpictures.com)

TBA

### SQUAREEL STUDIO

Freelance Artist  
January 2013 - Juli 2014

#### Tasks:

Modeling, Texturing, Shader Creation,  
Lighting & Rendering, Compositing

## HOBBIES & INTERESTS

Studying nature,  
Watching motivational movie,  
Playing video game,  
Addict in CG Info & Knowledge

Artstation : [www.artstation.com/artist/baiquni](http://www.artstation.com/artist/baiquni)  
Gumroad : [www.gumroad.com/polyasset3d](http://www.gumroad.com/polyasset3d)  
Facebook : [www.facebook.com/baiquniart](http://www.facebook.com/baiquniart)