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EXPERIENCE

3D Artist, Misapplied Sciences Inc, March 2026 – Present (Los Angeles)

- **Synthesized technical and creative animation workflows** to execute complex visual briefs for high-profile public venues
- **Collaborated across departments** to deliver seamless assets and elements for high-stakes, investor-facing project sequences and exclusive executive presentations.
- **Applied advanced compositing techniques** to ensure final shots integrated seamlessly with the project's established art direction and strict technical exhibition standards.
- **Owned the full asset pipeline from inception to final delivery**, including modeling, UV mapping, texturing, shading, animation, rendering, and compositing for proprietary, pre-release media.
- **Produced high-quality content across diverse styles**, ranging from flat 2D motion graphics to high-fidelity 3D assets to maximize engagement for key stakeholders and target audiences

3D Artist, Freelance, 2024 – 2025 (Indonesia)

- **Executed advanced creature animation**, crafting believable performances and exaggerated physical dynamics (e.g., wolves and dragons) that heightened sequence impact.
- **Collaborated with production management** to drive project efficiency, keeping complex deliverables on track and within tight schedule constraints.
- **Bridged the gap between departments** by maintaining tight feedback loops with FX artists and delivering optimized assets to keep the pipeline moving.
- **Spearheaded complex plate prep and cleanup**, utilizing advanced compositing to remove wires, rigs, and on-set props seamlessly.
- **Managed the complete asset creation lifecycle** (modeling through lookdev), ensuring all CG props maintained physical accuracy and spatial believability.
- **Blended 2D elements and 3D CG assets** into live-action plates, using high-end compositing to achieve indistinguishable integration.

Multimedia Technical Lead, IFGF Los Angeles, 2024 – Present Los Angeles, CA (Remote 2024–2025)

- **Lead the creation of high-impact video content**, strategically integrating 2D and 3D graphics to elevate the visual clarity and production value of global conference presentations.
- **Partner with the social media team** to source key assets and critical project details, streamlining workflows to ensure on-time delivery and consistent brand quality.
- **Coordinate cross-functional team initiatives** to develop and implement modern video production methodologies, raising the creative and technical standards for the organization.
- **Optimize production pipelines** by maintaining clear communication channels and meticulously tracking the delivery of all media assets to maximize efficiency.
- **Produce complex 3D animations and visual effects** utilizing advanced techniques to maximize viewer engagement and enhance the narrative impact of key projects.

3D Artist/ CG Generalist, Gradient Effects/ Secret Lab (SCRTLb), California, 2017 – 2023

- **Spearheaded look development and asset pipelines** for both premium streaming series (Watchmen, The Righteous Gemstones, Ted) and blockbuster feature films (Spider-Man: No Way Home, Thor: Love and Thunder, The Little Mermaid), establishing high-fidelity aesthetic benchmarks.
- **Led and mentored look development teams**, defining advanced technical workflows in Maya, ZBrush, and Nuke to deliver photorealistic characters, props, and environments for clients like Marvel, Disney, HBO, and Netflix.
- **Owned the end-to-end CG pipeline for complex sequences**, deploying a multidisciplinary skill set across grooming, cloth/hair simulation, lighting, and rendering to deliver turnkey visual effects.
- **Designed custom render passes and AOVs** in close collaboration with compositing leads, facilitating seamless, photorealistic integration of CG elements into complex live-action plates.

- **Managed external and offshore asset pipelines**, authoring precise technical specifications and supervising rigorous quality control (QC) feedback loops to keep multi-facility deliverables on schedule and on model.
- **Animated photorealistic, organic creatures and complex hard-surface assets**, ensuring realistic physical weight, mechanical dynamics, and movement for hero sequences.

Previs Artist, Halon Entertainment LLC, Santa Monica, CA, August - November 2016, November 2018

- **Collaborated closely with directors and supervisors** to design visually striking camera compositions, cinematic staging, and layout sequences for high-profile feature films like *The Meg* (2018).
- **Utilized Unreal Engine's real-time rendering and dynamic lighting capabilities** during the layout and previs phase to elevate the visual impact, scale, and dramatic mood of cinematic shots.
- **Crafted high-fidelity, photorealistic animations** for premier cinematic trailers, including *The Outer Worlds* game trailer (2018).
- **Developed detailed CG assets (characters, vehicles, and props)** specifically optimized for real-time engine performance and the previsualization pipeline.
- **Rigged props and environmental elements** to empower animators and enhance physical interaction and spatial realism within fast-paced action scenes.
- **Upheld rigorous production standards** across concurrent deliverables, maintaining seamless communication across cross-functional team pipelines.

EDUCATION

Ringling College of Art and Design | Sarasota, FL | May 2016 BFA, Computer Animation

(Minor: Business of Art and Design)

- Thesis Film: *"The Controller"* (3-minute 3D short) – Co-directed and animated; garnered 17M+ views on CGMeetup.

AWARDS

Finalist (Top 6) – Student Academy Awards (2016) | *The Academy of Motion Picture Arts and Sciences*

- Nominated in the animation category for the BFA thesis film, *"The Controller."* (Official announcement linked [here](#))

Best International Sci-Fi Short – Los Angeles Film Awards (2017)

- Awarded for key contributions as a 3D Digital Artist on the acclaimed sci-fi short film, *"Megan."*

Best of Ringling Gallery Selection (2015 – 2016) | *Ringling College of Art and Design*

- Selected by industry jurors to showcase BFA thesis work, *"The Controller,"* in the annual curated gallery exhibition.

PERSONAL

- Proficient in industry-standard software, including Autodesk Maya, Adobe Premiere, After Effects, Photoshop, Arnold, MochaPro, The Foundry Nuke, Unreal Engine, Zbrush, Substance Painter, and Xgen.
- Advanced proficiency in Mac and PC, with a foundational understanding of Linux
- Bilingual in English and Indonesian