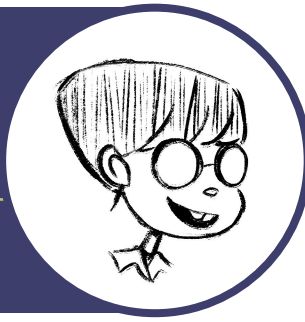


Rufina Lusida

3D Character Animator



Contact: rufina.lusida@gmail.com

character animation reel:

<https://www.rufinalusida.com/>

previs reel:

<https://www.rufinalusida.com/layout-previz>

Work Experience

The Third Floor Inc. (Remote)

Previs Shot Creator/ Animator Jan 2022 - March 2023

- Created shots and animation cycles of creatures (biped and quadrupet) for big-budget visual effects feature film and TV Shows
- Cleaned up motion capture animation for faster workflow in the production
- In charged of acting-heavy shots with keyframe animation for an unannounced feature film

SCAD (Remote)

Assistant Professor Jan 2021 - June 2021

- Assisted the professor by giving technical and acting critiques on 2D and 3D Character Animation students' animation tests
- Helped the animation students with any difficulties and problems, particularly with Maya software
- Gave some suggestions, tips, and tricks on how to work productively at creating a polished animation, particularly by sharing scripts and my workflow as an animator

Additional Experience

Pick UP (SCAD 3D Animated Thesis Film)

Co-director, Animation Director Sept 2020 - Oct 2021

- Created Animation Guides of the main characters' traits, habits, animation tests, expression sheets for the animators
- Created the Previsualization, such as setting up the camera, golden poses, and placement of environments in Maya
- Directed the animators to follow specific animation styles depending on each character's personality and language
- Arranged schedules for leads, new recruits from different departments

Software

Maya (Animation & Modeling)
Shotgrid
Toonboom Harmony
TV Paint

Microsoft Office
Adobe Photoshop
Adobe Illustrator
Adobe Premiere Pro
Adobe After Effects

Education

Savannah College of Art and Design (SCAD)

M.F.A in Animation with a focus on 3D Character Animation, Nov 2021

Lupin House with Jackie Tarascio

Advanced Acting for Animators Class, 2022

The Animation Box by Yuri Lementy

Cartoon Mechanics Masterclass, 2020

University of Washington

Bachelor of Arts in Architecture, 2017
Additional studies in Graphic Design, Sculpture

Awards

KIDS FIRST! Film Festival

Official Selection for 'Pick UP'

December 2021

SCAD Academic and Achievement

Scholarship

Sept 2018 - Nov 2021

Skills

3D Character Animation
3D Modeling
(Maya and Zbrush)
2D Traditional Animation

Language

Indonesian (Native)
English (Advanced)