

Yuo Tenggara

Lighter | Texture Artist

Los Angeles based • ytengara@gmail.com • www.linkedin.com/in/ytengara
www.yuotengara.com

SKILLS

Proficiency in: Maya, Mari, Zbrush, Mudbox, Headus UV Layout, Vray, Arnold, Nuke, Adobe Photoshop, Window operating systems, Linux, drawing, digital painting, and photography

Knowledge of: After Effects and Marmoset Toolbag

Language: English (native), Japanese (fluent)

EXPERIENCE

Framestore

SEPT 2015 - PRESENT

3D Artist

- Infiniti Q60 "Sophia Chang, A Q60 Inspiration Piece" (2016) - Texture and look dev artist
- Coca-Cola "Rain" (2016) - Lighter
- Frosted Flakes "Skate Park" (2016) - Designer, modeler, texture and look dev artist
- Volkswagen "Dog's 360 Golf GTI Dream" (2016) - Prop modeler
- Blue Bunny "Eyes" (2016) - Texture and look dev artist
- Gatorade "Sports Fuel" (2016) - Texture and look dev artist
- POM "Finding Your Roots" (2015) - Texture and look dev artist

Psyop

APR 2014 – SEPT 2015

3D Artist

- Rise of the Tyrants (2015) - Texture and look dev artist
- O2 (2015) - Prop modeler
- Tecate (2015) - Texture and look dev artist
- Cricket "Prints" & "Wrecking Ball" (2015) - Prop modeler, texture and look dev artist, lighter
- Clash of Clans "Balloon Parade" & "Ride of the Hog Riders" (2015) - Prop modeler, texture and look dev artist, lighter
- Becel (2015) - Texture and look dev artist
- Cricket "Private Lesson" (2015) - Lighter and look dev artist
- Clash of Clans "Larry" & "Flight of the Barbarian" (2014) - Lighter, texture and look dev artist
- Cricket "Holiday Home" (2014) - Lighter and look dev artist
- Honda Gift to Remember "Stretch" (2014) - Lighter
- Honda Gift to Remember "Little People" (2014) - Modeler
- Clash of Clans "Hype Man" & "Hair" (2014) - Lighter
- Clash of Clans "Preparation" & "Magic" (2014) - Prop modeler, texture and look dev artist, lighter
- Clash of Clans "Meet the" series & "Train" (2014) - Lighter

Saddington Baynes: Mini Cooper

APR 2014

Lighter and look dev artist

- Provided lighting variations to showcase the product
- Created shaders for Vray and look dev'd the assets
- Modeled and textured environment

Visual Creatures: SNL - Dragon Babies

MAR 2014

Texture artist

- Responsible for the texture of the characters
- Sculpted various expressions on provided models for blend shape

Psyop: Baycrest

FEB 2014 – MAR 2014

Lighter, texture and look dev artist

- Responsible for the texture and the look development of the victrola
- Assisted in setting up shots
- Worked on the first pass of lighting for three shots

Psyop: Clash of Clans

DEC 2013

Texture and look dev artist

- Responsible for the texture and the look development of the logo and the character, P.E.K.K.A featured in the Clash of the Clans trailer

Eclipse

NOV 2013

Finisher

- Retouched film posters for clients such as Disney (Tinkerbell: The Pirate Fairy) and DreamWorks (Mr. Peabody and Sherman, How to Train Your Dragon 2)

Gnomon Studio: The Ningyo

APR 2013 – JUN 2013

Creature designer

- Designed creatures for a live action short film directed and produced by Miguel Ortega and Tran Ma. The objective was to design creatures that were unique but also had aesthetics found in existing animals to make them believable.

AWARDS

- Gnomon School of Visual Effects, Best of Term: Texturing - Summer 2013
- CG Society Editor's Showcase 3D: "Alice in Wonderland" - 2014
- 3D Total Excellence Award: "Alice in Wonderland" - 2014

EDUCATION

Gnomon School of Visual Effects

SEPT 2011 – SEPT 2013

2 year certificate program with emphasis on modeling and texturing

University of California, Irvine

SEPT 2007 – JUN 2010

B.A. in Studio Art

Asahi Gakuen

APR 1995 – MAR 2006

Studied Japanese in a pure Japanese speaking environment