

# Patrick Chrisyanto

## CG Artist/Technical Direction

Introduction: I am a highly adaptable and flexible CG animation student focusing on 3D modeling and technical direction. Experienced in working on various stages of the production pipeline with expertise in solving complex technical problems. Strong collaborative and communication skills with a track record of adapting and working with diverse project needs.

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## Project Credits

2D Animation Short Film: "Aftershock" 2023

*ArtCenter College of Design*

–Worked in a team of modelers to create a detailed set in 3D for background artists to draw and paint over.

3D Animation Short Film: "TallWall" 2024

*ArtCenter College of Design*

–Worked as a rigging artist in a small team to rig various characters and props.

2D Animation Short Film: "MeatCute" 2024

*Artcenter College of Design*

–Worked as CG Lead, directing a small team to create 3D sets for layout and background artists to draw and paint over.

3D Animation Short Film: "Dokkaebi" 2025

*ArtCenter College of Design*

– Responsible for rigging characters and props.

## Work Experience

Teaching Assistant 01/2023 - Present

*ArtCenter College of Design*

–Teaching Assistant for Modeling 1 Class led by Paul Schoeni,  
Lighting 1 Class led by Corey Butler and Modeling 2 Class led by  
Matthew Paulson

–Assisted students in their projects during and outside class hours while also assisting the professors in weekly check-ins with the students.

## Skills

- 3D Modeling (Characters, Environments, Assets)
- Technical Direction (Rigging, Animation Pipelines)
- Autodesk Maya
- Adobe Substance Painter
- ZBrush
- Adobe Photoshop
- Clip Studio Paint

## Education

Bachelors of Science:

Entertainment Design -  
Animation

*Artcenter College of Design*

Pasadena, CA, United States

## Languages

- English (Bilingual Proficiency)
- Indonesian (Native Proficiency)
- Mandarin (Elementary Proficiency)