



KALVIN IRAWAN.

CG|VFX SUPERVISOR

PROFILE

I am an experienced Computer Graphic and Visual Effects Supervisor working in the animation and film industry.

SKILLS

- Supervising CG Production from asset to final shot creation in both animation and life action projects.
- Onset Supervision and data wrangling.
- CG asset creation (Modeling, Texture Painting, Lookdev).
- Lighting, Render and Compositing.
- Color Grading.
- VFX editing and conforming.
- Scripting.

SOFTWARES

Maya, Mari, Katana, Clarisse, Houdini, Nuke, Hiero, Ftrack.

- OS: Window, Linux
- Render Engine: Arnold, Redshift, Renderman
- Scripting Language: Bash, Python, Lua

CONTACT

Phone: (+62)811-21-66388
kalvin.irawan@gmail.com
kalvin@luminestudio.com
www.kalvinirawan.com

WORK EXPERIENCES

Lumine Studio | Head of Production

Jakarta, Indonesia
2022 - Now

- Led team of 100+ employees and oversaw the day-to-day operations, including meeting with team leaders and auditing activity.

Lumine Studio | CG & VFX Supervisor

Jakarta, Indonesia
2019 - 2022

- Leading and training internal CG teams on onset data acquisition:
 - Shooting 360 HDRIs, panorama, light texture.
 - Gathering animation and rigging reference.
 - Scanning environment, characters and props with either lidar scanning or photogrammetry techniques.
 - Shooting 2D elements on element days.
- Provide both artistic and technical feedback in daily/weekly/monthly meeting across department from asset creation to final shot compositing based on Director's vision.
- Establish public relation with an external professional team such as Cave Academy and Pype Club to boost the team growth and internal pipeline development.
- Introducing new techniques and software to further enhance the production quality to meet client expectations.

Lumine Studio | Lookdev & Lighting Lead

Jakarta, Indonesia
2017 - 2019

- Shoot 360 HDRIs and light textures on set to be used in feature VFX production.
- Create Lookdev and Lighting templates for:
 - Foxtrot Six (feature film), The Unlucky Hamster (short film), Hope (short film), and Little Babies (episodic)
- Managing and troubleshooting in house and cloud render farm to deliver final quality render shot within the approve timeframe and budget.
- Distribute asset and shot creation among the junior artist and help them with day to day task from troubleshooting to delivery.

Moving Picture Company | Lighting TD

Vancouver, BC
2016 - 2017

- Light and render CG elements for The Mummy and Justice League.
- Deliver technical and creative renders/ final shots according to agreed schedule and supervisors specifications.

EA Sports | Assistant Lighter

Vancouver, BC
2016

- Responsible for lighting multiple stadiums in Bifrost Engine.
- Creating custom light rig for FIFA 17 to be shared among the team.

Akira Workshop | Freelance Modeler

Taipei, Taiwan
2015

- Build CG Model based on the approved concept art.
- Assist and optimize the creation of polyflow.



EDUCATION

Alexander Richter TD Coaching

October 2020 - November 2020

- Python for Artists - Advanced Class

MPC Academy

Lighting Academy

September 2016 - November 2016

- Katana Renderman Training with archived titles:
 - Night At The Museum, Fantastic Four, Godzilla, The Finest Hour, XXX Return of Xander Cage.

Vancouver Film School

3D Animation and Visual Effects

August 2014 - September 2015

- Diploma with Honour

Vancouver Film School

Foundation Visual Art + Design

August 2013 - September 2014

- Diploma with Honour

Imago

Coursework in Professional Illustrator for

Comics and Concept Art

2012

AWARDS

Ajyal Film Festival

Qatar

- Winner of 2019: The Unlucky Hamster

World Animation Awards

Jakarta, Indonesia

- Golden Award - January 2016
 - Best Newcomer Animation, Best Texture Specialist
- Award of Merit - January 2016
 - Best Modeling, Best Title Designer, Best Lighting.

TEACHING & PUBLIC SPEAKING EXPERIENCES

Lumine Academy | Lighting

Batch 01 - 03

- Train a team of 5 people covering these topics:
 - Introduction to lighting and rendering.
 - Asset Look Development using PBR materials.
 - Linear workflow.
 - ACES colorspace in digital cinema.

Could Be Better (CBB) | Metadata

Visual Effects Satria Dewa Gatokaca

7 July 2022

- Guest speaker sharing the Behind The Scene of feature film on YouTube channel.
- Audience: 40 people

SMK Bagimu Negeriku

CG and VFX Production

9 April 2022

- Guest speaker sharing all about the CG and VFX creation in a film, from asset creation to final shot compositing.
- Audience: 50 students

Ideafest | Workshop

The Visual Effects of Foxtrot Six

26 October 2018

- Guest speaker as a CG Supervisor in Foxtrot Six film.
- Audience: 100 people

