



**BERNHARD  
HAMONANGAN  
SITOMPUL S.SN**  
PRODUCTION DIRECTOR

**ABOUT ME**

- Bachelor's degree in Graphic Design and Diploma degree in Animation with specializing in 3D Modeling with more than 16 years in total of working experience in Design and Animation industry.
- International working experience and knowledge in creating AAA Game, TVC, Feature Film & TV Series.
- Working under pressure, capable of handling multiple tasks, meet deadlines, supervising big picture and have good eye to small details.
- Strong leadership, self-motivated with positive attitude and trustworthy team player.

**REFERENCES**

- **ZECHARI LIE**  
CG SUPERVISOR OMENS, SINGAPORE  
Mobile : +65 9190 5790  
Email: zechari.lie@gmail.com
- **ANDREW SURYADI**  
DIRECTOR DAPOER ANIMASI, JAKARTA  
Mobile : +62 878 7733 7145  
Email: andrew.suryadi80@gmail.com
- **RANGGA YUDO YUWONO**  
CEO MYTHOLOGIC STUDIO, JAKARTA  
Mobile : +62 878 8321 0432  
Email :rangga.yudo@gmail.com

**CONTACT**



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**WORKING EXPERIENCES**



- PRODUCTION DIRECTOR MYTHOLOGIC STUDIO, JAKARTA**  
Jan 2018 - present
  - Managing and supervising schedules for all departments to work effectively meet deadline.
  - Projects involved : TV Series Bima S & Kiko from MNC, Pororo, Lego Ninjago, PT KAI, BNI, PT ANTAM, FTUI and Telkom.
  - Negotiate with clients to ensure production deadline will be deliverable in time.
  - Work closely with Project Coordinators from scheduling and production team workload.
  - Reviewing or giving necessary feedbacks / art directions from clients to internal team.
- LEAD 3D MODELER RED DRAGON ENTERTAINMENT, BEIJING**  
Feb 2017 - Jan 2018
  - Create 3D Assets for animated feature film "Monkey King, A Hero's Journey To The West."
  - Lead 3D Modeling team to follow Art Direction given by Director and Art Director.
  - Work closely with Project Coordinators to fit time scheduling and assigning team workload.
  - Supervising all 3D Assets quality before being published into production pipeline.
- ASSOCIATE LECTURER CCIT DCM FTUI, JAKARTA**  
Mar 2019 - Present
  - Providing Basic Fundamental 2D Design & 3D Modeling Hand Modules guideline materials.
  - Giving lectures about 2D Design & 3D Modeling for CCIT FTUI Digital Creative Multimedia (DCM) students.
  - Maintaining good standard for students assignments and encourage students to push their expectations.
- ASSOCIATE LECTURER SAE INSTITUTE, JAKARTA**  
Mar 2015 - Feb 2017
  - Providing Basic Fundamental 2D Design & 3D Modeling Hand Modules guideline materials.
  - Giving lectures about 2D Design & 3D Modeling for SAE Animation students.
  - Maintaining good standard for students assignment and encourage students to push their expectations.
- SENIOR 3D MODELER BATAVIAN STUDIO, JAKARTA**  
Oct 2014 - Jan 2016
  - Modeling 3D Characters and props assets for AAA Game "Grim Odds".
  - Work closely with Concept artists and riggers in making sure all the assets meets with art direction given.
  - Consult with Programmers to ensure all assets will be suitable for Unreal Engine.



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**WORKING EXPERIENCES**



**Junior 3D Modeler**

Oct 2013 - Sept 2014

**EpixFX Studio, Jakarta**

- Help to visualize concepts and storyboards.
- Model 3D props and Characters for Local and international Animated feature Films and TVC.
- Reporting to Lead Modeler for all progress and technical issues.

**Digital Imaging Artist**

Agt 2010 - Jan 2012

**Sophie Paris, Jakarta**

- Photo retouching, color corrections for retail catalogue, ensuring all print out related materials match with the products.
- Working with Graphic Designers preparing photo materials of models, products for website and marketing tools related.

**Senior Graphic Designer**

Des 2009 - Agt 2010

**Star Media Abadi, Jakarta**

- Design layouts, make illustrations, photo retouching commercial products and models for magazines.
- Design corporate identity and other various promotional items for company promotion material items.

**Creative Director**

Feb 2008 - Dec 2009

**Kama Artwork, Jakarta**

- Give art direction to design department, supervising whole production from budgeting, concepting, design until printing.
- Design Company Profile, T Shirt illustrations, Concept Designs, packaging design for corporate company and personal request.

**Senior Graphic Designer**

July 2006 - Oct 2007

**Iguana Technology, Jakarta**

- Design advertisement for magazine & tabloids.
- Manage deadline schedules for production.
- Create content promotion box office movies such as EMI, Marvel, WB, Sony pictures in various media such as print ads, banners and billboards.

**Head of  
Graphic Designer**

Aug 2005 - July 2006

**Hypermind Technology, Jakarta**

- Design advertisement for magazine & tabloids.
- Manage deadline schedules for production.
- Create content promotion box office movies such as WB, Disney, Sony pictures in various media such as print ads, banners and billboards.

**Apprentice  
Graphic Designer**

Sept 2002 - Nov 2002

**Perwanal D’arcy Indonesia, Jakarta**

- Help prepare mock up for presentation.
- Develop storyline, script and storyboard for Christmas theme TV Commercial titled “Kapal Api Hadiah Sinterklas”

**EDUCATION & COURSE**



**Diploma Degree  
Animation & Vfx**

Mar 2012 - April 2013

**3DSense Media School, Singapore**

Diploma Degree in Animation & VFX, GPA: 3.83 (3D Modeling Specialization)

**Bachelor of  
Graphic Design**

Sept 1999 - Sept 2004

**Trisakti University, Jakarta**

Bachelor Degree in Graphic Design  
GPA: 2.91



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**EDUCATION & COURSE**



<b>Motion Graphic Course</b> June 2005 - Aug 2005	<b>Hellomotion, Jakarta</b>
<b>Senior High School</b> 1996 - 1999	<b>Ora Et Labora, Jakarta</b>
<b>Junior High School</b> 1993 - 1996	<b>Ora Et Labora, Jakarta</b>
<b>Elementary School</b> 1987 - 1993	<b>Santa Maria, Cirebon</b>

**AWARDS & PUBLICATION**



<b>Top Graduate Student</b> April 2013	Best student in 3DSense Media School, Singapore, batch DVE 24
<b>Artist in Resident Studio Kura Japan</b> June 2013	Awarded by 3DSense Media School, Singapore. Stay in Studio Kura Fukuoka Japan for 1 month and his first own art exhibiton for public.
<b>Feature artwork “Rockfist”</b> March 2015	3D Artist Magazine, United Kingdom. Artwork being featured as entry for Autodesk Competition for CG Students.

**TECHNICAL SKILLS**



- Understands full workflow process of TV series from pre, production and post production.
- Experienced in managing and mentoring team, scheduling timeline and negotiating with client.
- Strong attention for composition, shapes fine details and colors.
- Experienced creating low poly 3D assets for game, TV series and high poly assets for Feature film production.
- Solid knowledge about human anatomy and how to implement them in topology for 3D animation, optimizing UV and polygons.
- Solid skills in both digital and traditional drawing.
- Strong skills in photo retouching and manipulation.
- Good knowledge of both digital and traditional sculpting.
- Proficient in making Concept design, Storyboard, Logo, Mascot.
- 4 years of teaching experience in 3D Modeling & Graphic Design.

**SOFTWARES**



Autodesk Maya	Zbrush	Adobe Photoshop
Unreal Engine	Figma	Adobe Illustrator
Autodesk 3DMax	Substance Painter	Adobe After Effects
Shotgun	Mari	Adobe Premiere
Trello	Mudbox	Adobe Indesign

**RELEVANT SKILLS**



Language : English (Advanced), Indonesian (Native), Mandarin (basic)  
Hobby : Drawing, Cinema watch, Playing guitar, drums and keyboard.