

KRISYANTO HOSEA

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2D/3D Motion Graphics Artist/ 3D Generalist/Animator, Technical Artist

Experienced Technical and Motion Graphics Artist with experience in enhancing art assets and UI/UX designs for games using Adobe Photoshop, Illustrator, and Figma. Proficient in animating assets in Unity with C# scripting and developing character rigs and animating with Spine 2D Software. Accomplished Motion Graphics Artist adept at creating engaging ads with Adobe After Effects and Premiere Pro, including incorporating 3D Assets using Blender to boost ad performance. Recognized for creative concepts and enhancing videos with VFX, rotoscoping, and camera tracking for prestigious projects like Oracle OpenWorld.

Areas of Expertise

- Motion Graphics
- C# Scripting
- 2D/3D Animations
- 3D Generalist
- Graphic Design
- Video Editing

Professional Experience

Super Free Games, Concord, CA
Technical Artist

October 2023 – June 2024

Utilized Adobe Photoshop, Illustrator, and Figma to prepare and enhance art assets and UI/UX designs, integrating into Unity for various games including Word Collect while maximizing graphic potential for engaging player experiences. Developed C# script to animate art assets and activate VFX, SFX, and music in Unity. Developed character/object rigs and animated them utilizing Spine 2D Software, including applying and activating Spine animations in Unity through C# programming.

- Enhancing animations and VFX abilities, refining in-game animations by designing animation mockups on After Effects and integrating them using C# scripts, significantly enhancing in-game animations upon the launch of new features.
- Developed and integrated a new baby animation into the game, adapting swiftly to new software and showcasing proficiency in crafting top-notch 2D character rigging and animations.

Super Free Games, Concord, CA
Motion Graphics Artist

December 2019 – September 2023

Designed engaging motion graphics advertisements utilizing Adobe After Effects and Premiere Pro. Introduced the integration of 3D Assets using Blender and Element 3D, particularly 3D Characters, in advertisements.

- Transformed the existing 2D mini Einstein character into 3D versions that boosted the effectiveness of the Einstein ads, increasing both CTR and CVR, emerging as top performers, effectively attracting a large audience to the game.
- Developed diverse 3D character designs to enhance ad effectiveness and generate Full 3D ads through Blender and enhanced ad performance by incorporating trending 3D characters.

AdLiven, San Francisco, CA
Motion Graphics Designer

March 2019 – December 2019

Displayed a high level of technical competence and creativity in designing mobile game ads for multiple AdLiven customers by utilizing Adobe Creative Suite, transforming advertisements into diverse formats.

- Developed advertisements for different AdLiven clients using a range of video formats, ensuring timely delivery of all exports, and following client feedback to enhance the quality of video exports, resulting in boosting client satisfaction levels, leading to an increase in project assignments.

Contributed creative concepts and enhanced multiple shots with VFX, rotoscoping, camera tracking, and color correction for the Oracle OpenWorld 2019 Opener video project as an Independent Contractor.

- Edited footage, performed rotoscoping, executed camera tracking, and incorporated VFX in After Effects and Premiere Pro for the Oracle OpenWorld Opener video.
- Received the prestigious GOLD Winner: Craft - Non-Broadcast award at the Telly Awards in 2020.

Volunteer Projects

Academy of Art Studio X (Lost Song Collaborative Project)
3D Animator

July 2017 – October 2017

Brought the character to life in the designated scene with Maya, ensuring timely completion of the assigned shot.

Indonesian Evangelical Church San Francisco
Graphic Designer

September 2017

Designed posters for church events to be used on social media and print media platforms.

Education

BFA in Animation and Visual Effects
Academy of Art University, San Francisco, CA

Advanced Diploma on Digital Media Design
Lasalle College Surabaya, Surabaya, Indonesia

Technical Proficiencies

Adobe Creative Suite (After Effects, Premiere Pro, Photoshop, Illustrator), Blender, Unity, C#, Spine, Figma