

# Sophia Loren

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## SUMMARY

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I am an Information System graduate from Universitas Internasional Batam, specializing in Multimedia. I am a highly motivated person with passion in 2D Graphic Design. I have made game asset, 2D sprite, and illustration using several well-known tools. I also have some experience with 3D Modelling and Animation. I am currently seeking for a new opportunity to continue my career as 2D Sprite Designer/ Illustrator and bring a positive impact through the use of multimedia. I am known to be disciplined and detailed at work, which I believe is a necessary skills to bring the best out of me. I am able to use English in both written or spoken form, ranging from casual level to business level.

## EXPERIENCE

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### Multimedia Editor

08/2018 - Present

KALVEY

- Responsible as PIC for company branding project by creating LINE stickers of company's mascot using Paint Tool SAI. The finished sticker set is published publicly in LINE official store.
- Provided designs according to clients' requirements, ranging from creative CVs, posters, logos to banners. These designs are made with Adobe Photoshop, CorelDRAW, or Paint Tool SAI.
- Provided sketches and prototypes of design and illustration, using either Paint Tool SAI or CorelDRAW, to clients in order to ensure it fits clients' requirements.
- Creating simple animations using OpenToonz for internal company uses.

### Video Content Creator

03/2019 - 03/2019

Universitas Internasional Batam

- Created video for documenting and promoting Universitas Internasional Batam's international activities using Adobe Premiere CC. The video consisted of documentation for the student exchange program between Universitas Internasional Batam and Kanagawa Institute of Technology.

## EDUCATION

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### Information System

2021

Universitas Internasional Batam - Bachelor's degree

- GPA : 3.98/ 4.00
- One of the best graduate of 2021
- Published an article at national-scale conference, titled "Perancangan dan Implementasi Media Pembelajaran Aplikasi Desain Grafis dengan Menggunakan Augmented Reality".
- Made a short animation for an organization in Batam, which was chosen to be presented at Technology Expo of Universitas International Batam.
- Contributed to an Android-based game development. In charge of providing sprites, animations, illustrations, icon, etc.

### Science Major

2017

SMAS Bodhi Dharma - High school diploma

## CERTIFICATES

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### Microsoft Technology Associate

12/2018 - Present

SKILLS

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Paint Tool SAI	Clip Studio Paint
CorelDRAW	2D Animation
Adobe Photoshop	Autodesk Maya
Adobe Premiere	

LANGUAGES

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Bahasa Indonesia	Native	English	Fluent
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