



ITHING PRAYITNO

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PROFILE

A game design student with strengths in artistic skills—dedicated, eager to learn, and looking for opportunities to contribute in game development and interactive media.

SKILLS

- ◆ Illustration
- ◆ Character Art
- ◆ 2D Animation
- ◆ Programming
- ◆ 3D Modelling
- ◆ AGILE; Scrum

SOFTWARE

- ◆ Adobe Photoshop
- ◆ Adobe After Effects
- ◆ Toon Boom Harmony
 - ◆ Paint Tool Sai
 - ◆ Unity
- ◆ Autodesk Maya



REFERENCES

Az Valastro

Former Senior Lecturer

JMC Academy

(+61) 439360757

annalise_valastro@outlook.com

EDUCATION

Bachelor of Creative Arts (Game Design) 2019 - Present
JMC Academy, Melbourne

Scholarship

- Received full academic scholarship.

International Student Ambassador

- Collaboratively organize events celebrating international students and cultural diversity.
- Promote the campus through external events.

Student Representative Council (SRC)

- Actively represent the student body.
- Collaboratively organize events and student activities with the SRC events team.
- Maintain and moderate campus Discord server.

International Baccalaureate Diploma Program 2016 - 2018
Global Jaya School, South Tangerang

EXPERIENCE

June 2020 - August 2020

Freelance 2D Animator & Game Developer

UNFD - Yours Truly Band

- Program, develop, and design a game in Unity according to project brief and existing promotional materials.
- Adapt to changes in production pipeline and schedule.
- Animate characters according to provided designs; design and animate supporting characters.
- Design and create art assets such as backgrounds and UI.
- App building and publishing.

November 2018 - Present

Freelance Artist

- Apply illustration, character art, 2D animation, game development and/or advertising skills towards and depending on client request.
- Interpret client requests, develop a range of design solutions.
- Develop a loyal client base through satisfactory service.
- Manage work between different clients.