



-  wahyuwarsono.com
-  linkedin.com/in/wahyuwarsono
-  artstation.com/wxreaper

CONTACT

-  wahyubudi7297@gmail.com
-  (+62) 87878643575
-  Jakarta, Indonesia

PERSONALITY TRAITS

www.16personalities.com/profiles/d45910cf88358

PROFICIENCIES

- 3D Modeling** : Advanced
- Texturing** : Advanced
- Rigging** : Intermediate
- Lighting** : Intermediate
- Programming** : Intermediate
- 2D Illustration** : Beginner

SOFTWARE / TOOLS



WAHYU WARSONO

Technical artist with seven years in real-time 3D, across defence simulation, VR architectural visualisation and interactive AI products. Knowing both the art and the technical side make me able to know what will be the challenge, where the limits are and how it should be built at early stage. Most recently I took an AI product from first proof of concept through to production.

EDUCATION

-  **GUNDARMA UNIVERSITY**
INFORMATICS ENGINEERING - Bachelor Degree
2014 - 2019GPA 3.06

WORK EXPERIENCES

-  **Lead 3D Artist**
Fazza Royal Yantasir Simulasi Aug 2019 - Mar 2022
 - Work together with diverse team to develop simulation software for Indonesian's defense industry.
 - Creating realistic military 3D assets for the simulation software.
 - Communicate closely with client during project development.
 - Intensively involved in research and development for new product.
 - Leading and managing team members to ensure quality and production speed.
-  **3D Artist / Unity Specialist**
Gamesta Apr 2022 - Aug 2022
 - Collaborated with teams across the country to deliver high-quality VR experiences.
 - Created realistic assets using the Physically Based Rendering workflow.
 - Researched and developed VR interactions using C#.
 - Responsible to create immersive visuals with good optimization.
 - Involved in defining the workflow to make sure the quality of the final product.
 - Communicate closely with COO to give information or insight about the product and the development.
-  **3D Artist / Technical Art**
Imagine Odyssey Oct 2022 - Nov 2026
 - Act as the main role in Interactive AI Development using Unreal Engine
 - Created the proof-of-concept version of the product in the start of development.
 - Work directly under the CEO during development to ensure the product stayed in the right track either in visual or implementation.
 - Develop additional features such DLSS and modular UI in runtime using blueprint and/or cpp script.
 - Involved during brainstorming for our social media IP, from initial idea to weekly story ideas.
 - Develop metaverse for one of the biggest baverage company in Indonesia.
 - Work closely with other team and client during the product development.
 - Responsible to created a mascot for company from brainstorming to final render.
 - Create immersive architecture visualizations from modelling, creating shaders, compositing, and rendering.
 - Involved in many creative processes to achieve company goals.