ABDUL RAHMAN
TEXTURE & LOOK DEVELOPMENT ARTIST

CONTACT

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www.RHMNVFX.com
www.linkedin.com/in/rhmnvfx/

EDUCATION

Diploma in Digital Animation
Nanyang Polytechnic, Singapore

Nitec in Social Media & Web Development
Institute of Technical Education, Singapore

SKILLS/SOFTWARE

Modeling, texturing, lookdev, lighting and compositing

Mari, Substance Painter, Photoshop, Reality Capture, Maya, Zeno (ILM), Katana, Arnold, Redshift, Vray, Renderman, Nuke, After Effects, Linux

LANGUAGE COMPETENCIES

ENGLISH
Written & spoken

MALAY
Written & spoken

EXPERIENCE

Industrial Light & Magic, Singapore
Texture & Lookdev Artist [Jan 2023 - Present]

  - All the Light We Cannot See (2023)
  - Haunted Mansion (2023)
  - Indiana Jones and the Dial of Destiny (2023)

Jr Texture & Lookdev Artist [Sept 2021 - Jan 2023]

  - The Lord of the Rings: The Rings of Power Season 01 (2022)
  - The Mandalorian Season 03 (2023)

Method & Madness, Singapore
3D Artist / Texture Artist Full Time [May 2021 - Sept 2021]

Cum. Creative, Singapore
3D Artist Full Time [Jan 2021 - May 2021]
3D Artist Freelancer [March 2018 - July 2018 , May 2020 - Nov 2020]

CraveFX, Singapore
3D Artist Intern [November 2017 - February 2018]

ACHIEVEMENTS AND AWARDS

The Lord of the Rings: The Rings of Power

- 2x Visual Effects Society Awards

Greenpeace, Wasteminster
- 1x Cannes Lion Awards 2022
- 2x London International Awards 2021
- 2x Telly Awards 2022
- 2x The British Arrow 21/22
- 2x The Shark Awards 2021
- 2x GONG Awards 2021
- 2x Luum Awards 2021
- 1x Clio Awards 2021
- 1x Shots EMEA 2021

REFERENCES

Will be available upon request.

RHMN