



STANLEY SOENDORO

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3D ANIMATOR

WORK EXPERIENCE

Ride the Lion Studios | (remote) Aug. 2024 - present
Animator | Hand-key animated in-game cycles and implemented them in Unreal Engine, as well as cleaned up motion-capture data for cutscenes.
Project: *Tamer: King of Dinosaurs* video game

Pixel Zoo | Brisbane, Australia (remote) 2024 - 2025
3D Animator | Animated the main and background characters, as well as their hair and clothes, while collaborating with the director, animation leads, riggers, other animators, and technical animators.
Projects: *L.O.L. Surprise! The Skate Dance Movie* feature film
L.O.L. Surprise! Season 5 series

Electronic Arts | on behalf of Magnit (remote) Aug. 2022 - June 2023
Animator | Cleaned and enhanced motion-capture data to create lifelike human movements. Hand-key animated the fingers and contributed to an extensive hand pose library. Provided some feedback on character rigs.
Projects: *Madden 24* and *College Football* video games

Lumine Studio | Jakarta, Indonesia (remote) May 2021 - Feb. 2022
Freelance 3D Animator | Worked closely with the animation lead and other animators to create layout, animate shots, and cache the animation.
Projects: *Counting with Paula* and *Leo the Wildlife Ranger* series

COLLABORATIVE PROJECTS

Growing Pains by Danni Arevalos June 2021 - Aug. 2022
Producer, 3D Animator, Modeler | Worked closely with the director to coordinate the production schedule, modeled some 3D assets, created the layout for some sequences, and animated some shots.

Kaghati by Stanley Soendoro & Amanda Jayapurna Mar. 2020 - Oct. 2021
Co-director, Lead Animator, Layout, Modeler | Co-directed the film, modeled some assets, created the layout, animated some shots and tests to define the characters' personality, did non-character simulations.

Hex Limit by Jordan Fleming Sept. 2020 - Aug. 2021
3D Animator, Layout | Created the layout for some sequences, animated some shots and animation tests to define the characters' personality, and co-created the character guides for the other animators to refer to.

Shift by Cam Swartz Feb. 2021 - May 2021
3D Animator | Animated some shots while working closely with the director and producer.

Pirate Lesson by Sofia Azpe Dec. 2020 - May 2021
3D Animator | Animated some shots while coordinating with the director, rigger, and other 3D animators to ensure continuity.

EDUCATION

Savannah College of Art and Design May 2022
Bachelor of Fine Arts: Animation
Minor: Visual Effects
Courses of study included:
Life Drawing, Art History, Storyboarding, Business, Film Studies

AWARDS & HONORS

College Television Awards Nominee 2023
"Kaghati" is being nominated by the Television Academy Foundation under the Animation Series category.

SCAD Dean's List 2018 - 2022
Awarded to full time students who attain a 3.5 cumulative grade point average during an academic quarter.

SCAD Scholarships 2018 - 2022
Awarded the Academic, Achievement, and Student Incentive scholarships.

SKILLS

Software

- Autodesk Maya
- Autodesk MotionBuilder
- SideFX Houdini
- Foundry Nuke
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Adobe Illustrator
- Blender
- Python

Technical Skills

- Character Animation
- Layout
- 3D Modeling and Texturing
- Video Editing

Languages

- English (fluent)
- Indonesian (fluent)
- Chinese (conversational)

Hidden Talents

- Doing magic
- Making sound effects vocally

DEMO REEL

www.vimeo.com/472200093

