



# RAHMAT RIZAL ANDHI

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Lecturer in the informatics department at a number of Indonesian universities since 2009. Work as a developer of augmented reality and a 3D animator as well. Strong knowledge of the following topics: game development, mixed reality, 3D modeling and animation.

## EXPERIENCE

JAN 2009 -  
NOW

### LECTURER

Responsible for teaching students in a variety of courses at University, including: basic programming, mobile programming, games development, 3D modeling and animation, and mixed reality. Additionally capable of contributing to society through research.

JAN 2009 -  
NOW

### 3D ANIMATOR & SOFTWARE DEVELOPER

Doing 3D Animation workflow : modeling, UV wrapping, texturing, sculpting, rigging, animate, compositing and rendering. Develop Android Application using Android Studio. Develop Augmented and Virtual Reality Application using Unity3D

## EDUCATION

OCT, 2016

### MASTER OF ELECTRICAL ENGINEERING

Digital Media and Game Departement, Institut Teknologi Bandung, Indonesia.

MAY, 2010

### INTERNATIONAL ADVANCED DIPLOMA IN GAMING AND ANIMATION TECHNOLOGY

NCC Education, Informatics Campus, Singapore.

## SKILLS

- Strong knowledge on computer science, particularly in the areas of android development, mixed reality, 3D modeling, game and animation.
- Excellent communication skills, both verbal and written
- Precision and attention to detail in one's own job, whether it be practical or written
- Capability to work well with teams and groups

## ACTIVITIES & PUBLICATION

- Silver Medal on i-IdeA Competition and Inovation at UiTM Perlis, Malaysia
- Bronze Medal on Virtual Reality Challenge at PHR, Indonesia
- Virtual World Environment Design for Vidyanusa e-Learning System (Conference)
- Educational Integration of Prayer in Islam Using an Augmented Reality Approach (Journal)
- Improving Student's Coding Skills with Gamification Website-based Program (Journal)
- Virtual Lab Development using 3D Animation at CEFA Islamic School
- Virtual Tour Implementation using Panorama Photo and 3D Environment (Journal)
- Implementation of Virtual Reality in the Gonggong Building as a Tourism Information Media in Tanjungpinang City (Journal)

# PAST WORK

