



AHMAD PRIABUDIMAN

VIDEO GAME ARTIST



www.priabudiman.com

www.artstation.com/priabudiman

www.dribbble.com/priabudiman

PROFESSIONAL PROFILE

I'm an Illustrator and Game Art Generalist who always look for interesting and challenging projects. I enjoy working professionally in personal or teamwork. I have experience in game development and have worked with various teams from A's to Indies on their game titles, ranging from PC/Windows to Android/IOS.

TECHNICAL SKILLS

Im fully competent in Basic Game Development Graphic Softwares like Adobe Suite, 3Ds Max, Zbrush, Substance Painter/Designer, and many other miscellaneous softwares used in game art production pipeline.

Im able to produce a high quality Sketch, Concept Art, Environments, Assets, Characters, and various art needs in game projects, both in 2D illustrations and 3D visualizations. that include 2D game art production, low to high poly 3D game art production.

PROFESSIONAL EXPERIENCE

Most of my time in game industry, I dedicate myself to openly work with various game development teams, personals, and studios on their projects. I have more than 8 years of experience in the production pipeline and able to professionally provide my clients with their game art needs.

EDUCATION

Pasundan University, Bandung. ID - Visual Communication Design. Attended for a couple of years and leave unfinished for personal and financial reason. But that didnt stop me to keep learning, searching, and innovate something new. Self and Community taught process that i endure has been a very dear journey that help me develop myself into who I am today. For me, its nothing better than learning from yourself also from other people experiences and mistakes.