



Ariiq Wicaksana

TECHNICAL ARTIST

Hi, my name is Ariiq!

I'm a technical artist. Passionate about making beautiful, optimized scenes & helping teams through the process. I have a sharp eye for detail & color.

Looking forward to sharing my work with you!



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SOFTWARE & SKILLS



- Unity Engine
- Unreal Engine
- Godot Engine



- Git
- Aseprite
- Blender



- Adobe Photoshop
- Adobe Illustrator



- Basic knowledge of Python & C++ programming

- Create custom tools for solid productivity boost. Helping artists, designers and developers to stay in the state of flow.
- Build and utilize shaders to make materials.
- Implementing assets before they can work in the game.
- Simulate behaviors of materials and physics.
- Create skeleton for 2D/3D model so it can move.

EDUCATION

Software Engineering 2020 - 2023

Sekolah Menengah Kejuruan Negeri 8 Malang

EXPERIENCE

Meraki Studio - 2025 to Present

Technical Artist - Part-time

Meraki Studio is a animation studio focusing on IP development and 3D animation service. As the technical artist, I was responsible to create shaders, importing & utilizing assets, and assisting in optimization & performance.

Tiny Sun Games - 2023 to Present

Technical Artist - Full-time

Tiny Sun Games is small indie game developer team based in Malang, Indonesia. As the technical artist, I was responsible to create shaders, importing & utilizing assets, and assisting in optimization & performance.

Chiyo - 2023 to 2024

Game Developer Generalist - Freelance

Chiyo Creative Fun House is a animation studio focusing on 3D project services such as animated series commercial and original content. As a game developer generalist, I do work such as creating pixel art, and programming such as Unity and Unreal.

LANGUAGES

