

CURRICULUM VITAE

PERSONAL PARTICULARS

Name : Sulaiman Bin Abdul Rahman
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Nationality : Singaporean
Race : Malay



EDUCATION

Nanyang Technological University, Singapore,
(Aug 2009 – July 2016)

- Bachelor of Fine Arts Majoring in Digital Animation

Nanyang Polytechnic, Singapore,
(Jun 2004 – Mar 2007)

- Diploma in Digital Entertainment Technology
- Cumulative Grade Point Average of 3.65

Unity Secondary School, Singapore,
(Jan 2000 – Dec 2003)

- 'O' Levels

Bukit Panjang Primary School, Singapore,
(Jan 1994 – Dec 1999)

- Primary School Leaving Examination (PSLE)

TECHNICAL SKILLS

Digital Media Skills:

Maya, 3ds Max, ZBrush, Keyshot, Photoshop, Premiere, After Effects, Unreal Engine 4, Quixel Suite.

Traditional Media Skills:

Pencil/Pen/Charcoal/Pastel Drawing, Basic Concept Sketching

Computer Technology Skills:

Windows OS / Mac OS usage, Microsoft Office, Basic Computer Hardware Maintenance/Assembly/Repair/Troubleshooting, Basic Networking Troubleshooting.

NTU SOLO FINAL YEAR PROJECT

“**DISTURBANCES**” – Realtime interactive VR horror/sci-fi interior demo made with Unreal Engine 4, 3Ds Max, Photoshop, Quixel Suite 2, Marvelous Designer. Oculus DK2 and Leap Motion Controller were used as seen here: <http://blogs.ntu.edu.sg/adm-portfolio/project/disturbances/>

WORK EXPERIENCE

Freelance 3D Human Scan Clean-up Artist with Jiffit Pte Ltd. (Part-time, July 2015 – Jan 2016)

Job scope: Clean-up, Sculpt details, Patch up textures, Polish, UV Mapping & Decimating 3D generated meshes from Agisoft Photoscan using ZBrush, for the purpose of 3D printing into desktop figurines.

STUDENT INTERNSHIP DURING DIPLOMA

A*STAR Singapore Institute of Manufacturing Technology, (Sept – Dec 2006)

- Worked on creating a **Virtual Simulation of Robot** using **UNREAL Tournament 2004 Game Engine Scripting.**
- Used **UNREAL Tournament 2004 Level Editor** to virtually replicate SIM Tech Lab Environment.
- **Modelled 3D models of 3 Wheeled Robot and Robotic Arms** in **Alias Maya 7.0** to be used in the Game Engine.