

MALIKA KYARENIA JASMINE

LIGHTING & COMPOSITING ARTIST

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EXPERIENCE

Lys Animation Studio

July 2025 — Dec 2025

Lighting Render Compositing Artist (Internship)

Bali, Indonesia

- Completed a 6-month internship contract in collaboration with the studio.
- Worked on a project-based internship for the Made and The Lost Spirit Full Movie.

PROJECTS

Made and The Lost Spirit Full Movie

July 2025 — Dec 2025

Lighting Render Compositing Artist, 3D Modeler

Bali, Indonesia

- Created cinematic lighting setups in Blender and Cycles for film projects.
- Composited EXR renders in After Effects with precise color management, adding atmospheric effects (fog, fire, and sky replacements) to enhance visual realism.
- Created 3D assets in Maya and developed textures in Substance Painter based on references.

Grextion 2026 Animation Short Movie (Mororo Team)

Nov 2025 — Present

Lighting Render Compositing Artist, Look Development Artist

Kudus, Indonesia

- Created cinematic lighting setups in Maya and Arnold for film projects.
- Composited multi-pass EXR renders in Nuke, integrating depth, glow and CG to achieve a semi-stylized look.
- Executed look development for stylized character skin using Maya & Arnold, focusing on subsurface scattering.
- Performed asset and prop look development, optimizing shaders and textures to align with semi-stylized art direction.

EDUCATION

SMK Raden Umar Said Kudus

July 2024 — Present

3D Animation Major

Kudus, Indonesia

AWARDS

3rd Place in Animation Competition by Museum Ranggawarsita 2025

Feb 2025 — Mei 2025

As Project Leader, 3D Artist

Semarang, Indonesia

- Directed a team throughout the animation pipeline, ensuring timely delivery and quality standards.
- Oversaw project coordination, maintaining workflow efficiency and creative consistency.
- Created 3D assets in Maya and developed textures in Substance Painter based on references.

1st Place in Film & Animation Competition by DKV UPH IMAGINE 2025

Mei 2025 — Aug 2025

As Technical Director, LRC Artist

Tangerang, Indonesia

- Managed the technical pipeline, optimizing lighting, rendering, and compositing workflows.
- Created cinematic lighting setups in Blender and Cycles for film projects.
- Composited EXR renders in After Effects with precise color management, adding rays, fog, and sky effects to enhance achieve semi realism visual.

SOFTWARE

Lighting & Look Development

- Maya (Arnold)
- Blender (Cycles)

Compositing

- Nuke
- After Effect

TECHNICAL SKILLS

Languages

- Indonesia (native)
- English (intermediate)