
Azhan Rizan



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Summary

Based in Kyoto, Japan, Azhan Rizan is a dynamic multimedia designer pursuing a degree in Media Creation at Kyoto Seika University. With a solid foundation in 3D arts, graphic design, video editing/motion graphics, and front-end web development, Azhan brings a versatile skill set.

His experience includes freelance work at Dipapansambilan Studio, where he contributed to mural projects, created branding identities, and managed the company's IT infrastructure. As a Trainee Animator at Anima Vitae Point Sdn. Bhd., he honed his storytelling skills and gained practical experience in animation quality control. Azhan's internship experiences at Blindspot Studios Sdn. Bhd. and Gancho Studios Sdn. Bhd. has equipped him with hands-on animation and rendering expertise.

Alongside his academic pursuits, Azhan is registered as a Qualified Technician in the Art Design & Creative Multimedia Technology field with the Malaysia Board of Technologists. He also holds 3D animation-related certifications and qualifications in Japanese and English language proficiency. With a strong passion for creativity and technology, Azhan is ready to contribute effectively to the dynamic landscape of the creative multimedia industry.

Skills

- **3D Art/Animation:** Proficient in Autodesk Maya and Blender, with some limited proficiency in Autodesk 3DS Max. Able to model characters and objects with simple rigging setups. Additionally able to animate human characters and objects, but somewhat weak at animating certain animals/creatures.
- **Graphic/Brand Design:** Proficient in Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Affinity Designer, Affinity Photo, and Affinity Publisher. Able to create posters, banners, and other marketing materials based on the specifications of the client. If the specifications are unknown, can create designs based on my own ideas and imagination. Additionally able to create a branding identity with multiple options and designs, as part of the creative process.
- **Video Editing & Motion Graphics:** Proficient in Adobe Premiere and Davinci Resolve, with some limited proficiency in Adobe After Effects. Able to cut and edit video with some basic colour correction. Additionally able to create some motion graphics and animations using Adobe Illustrator/vector files as the base.
- **XR Development:** Limited proficiency in Meta Spark Studio, but able to create animated content using both 3D and 2D animation techniques.
- **Web Development:** Proficient in HTML/CSS and Figma, with some limited proficiency in Svelte. Able to create an interactive website from scratch. Although mainly specialising in frontend development, can understand and setup some backend processes.

Work Experience

Dipapansembilan Studio

2020.10 – 2024.03

Shah Alam, Selangor

Freelance Artist & IT Infrastructure Manager

- Assisted with some large-scale mural projects (mural art design production and painting murals).
- Created a new logo and brand for the company.
- Worked on some minor creative service projects on a on and off basis (graphic posters, 3D architectural visualisations, product design concepts, etc.)
- Maintained the company's IT infrastructure (NAS servers, internet routing, domain management, etc.)
- Worked on an XR project to make murals interactive via an Instagram filter.
- Created and maintained a tool written in Python to automate template size production for mural artworks.

Anima Vitae Point Sdn. Bhd.

2021.05 – 2021.07

Petaling Jaya, Selangor

Trainee Animator

- Retrained to value storytelling (symbolism, character dynamics, etc.) over just smooth animated motion when creating animation.
- Was assigned to the QC animation team during my final month for practical experience.

Blindspot Studios Sdn. Bhd.

2019.03 – 2019.07

Shah Alam, Selangor

Animation Intern

- Was responsible for animating the in-betweens for most scenes that I was assigned to.
- Occasionally was assigned to creating the key pose animations or camera setups for certain scenes.

Gancho Studios Sdn. Bhd.

2017.08 – 2017.10

Shah Alam, Selangor

Lighting & Compositing Intern

- Was tasked with setting up lighting rigs and creating material shaders for animation scenes.
- Worked in tandem with the lead compositor to help reduce render times and to enhance the look of the final render of each scene.

Education & Certifications

Bachelor of Media Creation

2024.04 – 2028.03

Kyoto Seika University

Sakyō-ku, Kyōto

Malaysian Skills Dip., 3D Animation Production Operation KRU Academy Bukit Jalil, Kuala Lumpur	2018.04 – 2019.07
Malaysian Skills Cert., 3D Production Supporting Operation GIATMARA Kota Raja Shah Alam, Selangor	2017.01 – 2017.10
Malaysia Board of Technologists Registered Qualified Technician Art Design & Creative Multimedia Technology (AM)	2024.04
Japanese-Language Proficiency Test N2 PASS	2023.07
Malaysian University English Test BAND 4.5	2023.09 – 2028.09
Japanese-Language Proficiency Test N3 PASS	2022.12