# Roland Lilakarsa

Level Designer

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# **Profile**

Creative and innovative level designer with solid work background in 2D environment design, props and digital media. Highly motivated and driven in collaboration with team to produce stunning level experience and artwork.

# Education

### Diploma of Game Art & Design

LaSalle College, Vancouver, BC. (2018 - 2020)

#### **Diploma of Classical Animation**

Vancouver Film School, Vancouver, BC (2011 - 2012)

#### Diploma of Interactive & Multimedia Design

Limkokwing University, Cyberjaya, Selangor. (2008 - 2011)

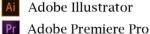
# Skills

Illustration Game Design
Digital Painting Level Design
Concept Design Video Editing

#### **Technical Skills**

Ps	Adobe Photoshop
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d Adobe InDesign



Adobe Audition

Ae Adobe After Effects

Macromedia Flash

Autodesk Maya

**1** Unreal 4 Engine

Unity Engine

# Award

#### **Honour Roll**

LaSalle College, Vancouver, BC.

#### **Awarded Certificate of Excellence**

Limkokwing University, Cyberjaya, Selangor.

#### References

Please request and contact me for details.

# **Project Experience**

#### Elshard - The Lost Isle

LaSalle College, Vancouver, BC. (2019 - 2020)

- Conceptualize and design level layout.
- Design level puzzle and apply to the engine.

#### Luna

LaSalle College, Vancouver, BC. (2019 - 2020)

- Design and build level mechanics in the game.
- Utilize and create 2D vector arts for the level.

# **Work Experience**

#### **Motion Graphic Artist**

Cannaccord Genuity Group Inc. (June 2019 - February 2020)

- Design motion graphic and arts for podcast videos.
- Edit raw footage to create podcast videos
- Assist Marketing Manager to produce graphic arts.

#### **Background Artist**

Animasia Studio, Kuala Lumpur, Selangor. (*April 2014 - April 2018*)

# • Harry and Bunnie Show, Disney Channel Asia

(2 season | 72 episodes, duration approx. 7 min)

- Conceptualize artwork for background development.
- Finalize background sequence for the scene.
- Take direction and feedback from Art Director to execute final rendering.

#### · Chuck Chicken, Disney Channel Asia

(7 episodes, duration approx. 5 min)

- Produce and adjust background artwork for final rendering.
- Create background and prop for concept design artwork.

#### • Supa Strika, Disney XD

(1 season | 52 episodes, duration approx. 22.min)

- Responsible to finalize concept art provided by the clients into final background artwork.
- Work closely with art director to complete background art for multiple scenes.