

Roland Lilakarsa

Level Designer

rlilakarsa@gmail.com

<https://linkedin.com/in/roland-lilakarsa>

<https://rlilakarsa.weebly.com>

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

 Adobe Photoshop	 Adobe InDesign
 Adobe Illustrator	 Adobe Audition
 Adobe Premiere Pro	 Macromedia Flash
 Adobe After Effects	 Autodesk Maya
 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.