

## PERSONAL PARTICULARS

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Name : **Abdul Khaliq ( alitt )**  
*BMm. (Hons) Creative Multimedia ( Film and Animation )*  
Age : **25**  
Gender : **Male**  
Race : **Malay**  
Nationality : **Malaysian**  
Date of Birth: **June 27<sup>th</sup> 1983**  
Identification no: **830627-10-5299**

## CONTACT AND MAILING ADDRESS

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Lot 5084,  
Sungai Merab Luar,  
43000 Kajang,  
Selangor Darul Ehsan,  
Malaysia

H/P: +6012-5112706                      H: +603-89255952  
E-mail : [alittopalooza@yahoo.com](mailto:alittopalooza@yahoo.com)

## OBJECTIVE

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To grow in leadership and knowledge, excel in 3D modeling and texturing. Interact and share information and knowledge with team members and colleagues in order to create a healthy yet competitive environment among each other, and to build essential and exceptional skills in the areas of specialties.

## EDUCATIONAL BACKGROUND

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### Highest Level of Academic Qualification

Level : Bachelor of Multimedia with Honors  
Majoring : Film and Animation  
Faculty : Faculty of Creative Multimedia  
CGPA : 2.8  
Class : Second Class Lower Degree

Institution Name : Multimedia University  
Address : Jalan Multimedia,  
63100 Cyberjaya,  
Selangor Darul Ehsan,  
Malaysia

## TECHNICAL SKILLS

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### Language ( verbal and writing )

**English**  
**Malay**

## SKILLS

Firm technical skills in 3dsmax and Adobe Photoshop

An eye for details and posses the skill to model and texture towards 100% accuracy towards references given

Creativity to create own designs or concepts related to working field (vehicle artist)

## EMPLOYMENT HISTORY

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**Duration** : 2005

**Company Name** : Persistence of Vision Sdn. Bhd.  
Faculty of Creative Multimedia,  
Multimedia University,  
Jalan Multimedia,  
63100 Cyberjaya, Selangor.

**Designation** : 3D artist

**Job Description** :

- Asset modeling for the animated series ' Higgly Town Heroes' for Walt Disney
- Practiced modeling skills by modeling vehicles and buildings.
- Exposed to pre and post production.

**Duration** : Present

**Company Name** : Codemasters Studios Sdn Bhd  
Sentral Plaza  
KL Sentral

**Designation** : 3D artist (Vehicles)

**Job Description** :

- 3D modeling and texturing for car team for the game Race Driver GRID
- Responsible for producing army vehicles (tanks, lorries, jeeps and aircrafts) for the game Operation Flashpoint 2 : Dragon Rising
- Trained and worked professionally in modeling and texturing for games development for various platforms e.g : PC, XBOX 360 and PS3
- Currently assigned as vehicle artist for the game Collin McRae DiRT 2

## Availability Status

Be able to start working after 1 month notice or any time suitable depending on urgency

## REFERENCES

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Name : Azmi bin Mohd Amin  
Telephone : +60123070374  
Email : azmi.amin@codemasters.com  
Position : Senior Artist and Car Team Leader  
Company : Codemasters Studios Sdn Bhd Malaysia