

Niki Lin-Rahardja

2D Animator | Video Editor

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SUMMARY

I am an enthusiastic artist skilled in creating visually captivating multi-media content, animations, illustrations, motion media, and graphic designs across various digital platforms. Throughout my work, I strive to elevate animations through rigorous compositing and video editing.

PROFESSIONAL EXPERIENCE

Video Editing

- Organizing footage to engage viewers
- Synchronizing shots to create a final composition
- Compositing animation assets to compile scenes
- Add/adjust lighting, effects, camera movement, and sound to enhance footage

Animation

- Design motion media videos for K-12 learning material
- Develop puppet rigs and animations for music videos and feature length film
- Create hand drawn animations for short films and video games
- Construct 3D models, UV mapping, textures, and animations
- Composite animation by adding lighting, effects, and sound

Graphic Design

- Generate brand identity for marketing and convention tabling
- Design, produce, and market custom merchandise from illustrations to accessories in different marketing channels
- Communicate with stakeholders to design social media posts, educational content, and greeting card illustrations that align with the organization's brand
- Create illustrations for K-12 courseware material
- Define project scopes and milestones with the client

UX/UI

- Communicate with stakeholders to create design assets for the company website for a cohesive image
- Collaborate with client to discuss overall layout and aesthetic
- Implement a smooth, seamless website navigation experience

WORK EXPERIENCE

Associate Video Editor (on assignment at *Riot Games*), *Innovative Employee Solutions*

01/2026 - Current

- Compile clips into short, engaging content for esports tournaments
- Work with producer to deliver quality footage promptly
- Respond to feedback in a timely manner

Animator and Graphic Designer, *Acellus*

05/2025 - 12/2025

- Create animations, video editing, illustrations, and graphics for K-12 homeschooling learning material
- Consistently deliver quality assets ahead of schedule
- Communicate with team lead and fellow team members to elevate each others' work

2D Animator, *Tiny Siren*

01/2025 - 08/2025

- Create puppet animations for the company's upcoming film
- Communicate with the director on milestones and progress promptly

Social Media Marketing/Branding, *Independent Contractor*

09/2023 - Current

- Communicate with stakeholders to design social media post frameworks and greeting cards that align with the organization's brand.
- Define project scopes and milestones with the client
- Create custom illustrations for various clients
- Design, produce, and market custom merchandise from illustrations to accessories in different marketing channels
- Market and host convention tables to generate brand identity.

Freelance Web Designer and Graphic Artist, *CueCentric*

09/2020 - Current

- Communicate with stakeholders to create design assets for the company website
- Meet deliverables promptly
- Collaborate with client to discuss overall layout and aesthetic

PROJECT EXPERIENCE

Axol's Quest - Video Game

04/2025 - 09/2025

- Character designer, sprite animator, and trailer animation compositor
- Weekly critique exchanges
- Awarded RPG Maker 2025 Game Jam Best Narrative Runner Up and RPG Maker 2025 Game Jam Judge Favorite
- Published on Steam

Catwalk - 2D animated film

09/2023 - 05/2024

- Animator and visual development artist
- Coordinate dailies and bi-weekly meetings for animation and visual development reviews
- Manage digital assets for the project
- Created branded merchandise for sale

- **Cafe Affagato - 2D animated film** **04/2023 - 06/2023**
- Animation lead and compositor
- Collaborate with peers to create a quality short film in a brief window of time
- Create organized guides to aid in cleanup, color, and exporting assets

- Sigma Presents: Teleportation Safety - 2D animated film** **10/2022 - 10/2022**
- Team leader for the 24-Hour Animation Challenge that placed 12th overall internationally
 - Collaborated with the team to create high-quality animation within 24 hours
 - Project management, 2D animation, and compositing

EDUCATION

Savannah College Of Art And Design (SCAD)

Bachelor Of Fine Arts, Animation, Magna Cum Laude 3.87

09/2020 - 06/2024

Minor - Business Management & Entrepreneurship

Minor - Interactive Design & Game Development

SOFTWARE SKILLS

Adobe After Effects

Toon Boom Harmony

Cartoon Animator 5

Adobe Dreamweaver

Autodesk ShotGrid

HTML

Unreal Engine

Adobe Premiere Pro

Adobe Animate

Adobe Illustrator

Autodesk Maya

Clip Studio Paint

CSS

DaVinci Resolve

Moho Animation

Adobe Photoshop

Blender

Microsoft Office Suite

Affinity Designer 2

TECHNICAL SKILLS

Character Animation

Spine Animation

3D Modeling

Game Design

Graphic Design

UX/UI Design

Effects Animation

2D Animation

3D Texture

Video Compositing

Web Design

Product Design

Puppet Animation

3D Animation

Game Development

Motion Media

Branding

Product Manufacturing

SOFT SKILLS

Project Management

Communication

Interdisciplinary Collaboration

Organization

Time Management

LANGUAGES

English

Chinese