Kotta Katsuda
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EMPLOYMENT HISTORY

Concept Artist
Unannounced PC indie game
January 2024 – Present
- Created concept art, orthographics, and mood paintings for characters, props, and environments while researching historical influences to define architecture and graphics.
- Defined artistic stylization of textures, models, and lighting while considering budget and hardware limitations.
- Provided draw-overs of 3D environment models to ensure shape, proportion, and stylistic cohesion across all assets and scenes.

2D/3D Artist – Contract
Hello Kitty Island Adventure
Cosmic Cloud Studios - UK
October 2024 – November 2024
- Designed outfits and accessories for existing Hello Kitty character avatars based on seasonal theme, delivering color ways, orthographics and fully rendered perspective views.
- Modeled and UV unwrapped costumes using high to low poly baking aligned with strict triangulation constraints. Painted reusable textures for different sized avatars while paying attention to precise character deformation and skinning requirements.
- Followed strict storage guidelines when delivering assets from Blender, Substance, and Unity.

2D/3D Intern
MAKE - Minnesota, USA
September 2023 – December 2023
- Executed tasks across CG production pipeline including layout, rigging, modeling, and animation while adapting to daily needs of clients under short deadlines. Textured products in Substance, adapting to different styles (ranging from toon shader to photorealistic) while matching existing concept art for seamless compositing with existing lookdev.
- Designed 2D assets for commercials and marketing materials in accordance with daily client feedback.
- Designed and animated 10 second spot featuring 3D character, procedural textures, and stylized FX using 3DS Max, Phoenix FD, and Nuke.
- Consistently followed file naming procedures to deliver reusable assets and work simultaneously with colleagues during fast-paced turnarounds. Took initiative in troubleshooting rendering issues by learning color space and encoding basics.
- Took part in studio's 24-hour design challenge to deliver stand-alone looping animation using After Effects and Premiere.

Concept Artist
Aroon (2022)
HBO x Warner Short Film Series
May 2022
- Delivered character designs, environments, and illustrations for hybrid 2D/3D animated short film.
- Helped develop unique 2D style by referencing principal concept art inspired by Indian shadow puppets.
- Worked closely with director to define style and translate concepts to finalized looks through multiple iterations and polished renders.

CG Generalist Intern
teamLab - Tokyo, Japan
August 2021
- Designed, textured, and modeled 3D props following established style using 3DS Max and Photoshop.

- Skinned and animated characters interacting with props for large-scale art installation.
- Shadowed artists, UI/UX designers, and engineers in-person to learn studio's workflow between programming, interaction design, and CG production pipeline.

Teaching Assistant & Student Worker
ArtCenter College of Design
January 2019 – December 2022
- Initiated peer tutoring program alongside animation department. Tutored students on technical drawing skills and short film production.
- Served as teaching assistant for courses on concept art, animation, and perspective drawing, providing in-class critique and grading homework.
- Balanced student life while working as administrative assistant, campus tour guide, and librarian.

QUALIFICATIONS

ArtCenter College of Design
Pasadena, CA, USA
Bachelors of Science, Entertainment Design
2019 – 2022
- Graduated with Distinction
- Awarded tuition-free Honors Term to pursue independent study in costume design and Marvelous Designer

Short Film: Morry (2021)
Selected for Fine Cut Film Festival, Los Angeles
- Co-directed award-winning 3-minute CG film.
- Pitched project with storyboards and style frames, then developed film over the course of the year by creating concept art, color scripts, and 3D models. Assisted in building 3D environments and texturing in Maya.
- Lit animated shots in Unreal, following established color script and maintaining clear silhouettes and story beats.
- Established production spreadsheet covering all stages of CG pipeline for core team of 3 artists.

SKILLS

Design: Concept art, character design, animation
Software: Autodesk Maya, 3DS Max, Blender, Substance, Unreal Engine, Unity, Nuke, Marvelous Designer, Adobe Creative Cloud suite (Photoshop, Illustrator, After Effects, Premiere, Animate, InDesign)
Languages: English (Native), Japanese (Professional Working Proficiency)