

OBJECTIVE

Artist position that utilizes my interaction design skill/knowledge to fully bring out the application potential and enables me to make a positive contribution to the organization.

WORK EXPERIENCE

Fliptrack / moblyng games: Senior 3D / Interaction Designer Redwood City, CA, USA July 2010 - Present

Built Interaction Design including wireframe, UX-flowchart, UI design, concept art, 3D art, game system planning for three titles including one pre-production title. Modeled, textured, rigged, animated and visual effect for 3D characters & environments, build and strategic panning for technical background and workflow. Responsible to manage junior and internship artists.

- Social Poker Live: Main UI/UX Designer (Facebook Desktop/iOS iPad/iPhone/Android)

One of a select few, HTML5 launch titles for Facebook's new mobile app platform. Designed Interaction Design including wireframe, flowchart, UI design, graphic assets including 3D poker table, chip animation, and sound compositing for Facebook Desktop, iOS iPad, iPhone, Android and Chrome. Managed and quickly dealt with numerous challenges of simultaneously developing a game for a new platform under construction.

- Word Racer Live: Main UI/UX Designer (Facebook Desktop/iOS iPad/iPhone/Android)

One of a select few, HTML5 launch titles for Facebook's new mobile app platform. Took over the design duties mid-development cycle and re-built UI design/UX flow to deliver a shippable product. Designed Interaction Design including wireframe, UX-flowchart, UI design and compositing for Facebook, iOS iPad, iPhone and Android. Responsible to design non-image HTML5/CSS3 based design to re-fine loading time.

- Dungeon Quest HD: Pre-production, 3D/UI/UX Designer

Pre-production work. Worked closely with a producer and a game designer. Utilize project management and 3D workflow to approach productive level. Responsible to manage junior and intern artists.

Sole proprietorship: E-commerce & Management, Hiroshima, Japan June 2000 - 2007

Mobile contents website operation, E-commerce & project management, provide strategic planning to clients, design website for cellphone platform, produce new download contents, and problem-solving to increase traffic.

FREELANCE EXPERIENCE

Cisco: Production work Jan. 2011

Producing / Editing graphic contents for web-system.

Frantreefriends.com: HTML / CSS / PHP Engineer Apr. 2011

Engineering front-end programming which designed by illustrator.

Umenoki Home: Designer / HTML / CSS / PHP Engineer Nov. 2010 - Dec. 2010

Designing / Engineering in web-design and content management system.

Maruman Trading Co., Ltd: Designer / HTML / CSS / PHP Engineer Nov. 2010 - Jan. 2011

Designing and engineering in web-design and content management system.

Free lance: iPhone game modeling, CA, USA February 2010 - March 2010

Modeling & texturing six environments and three characters before deadline.

VOLUNTEER EXPERIENCE

Balmunc Online Games: Project Management / 3D Environment Artist, Japan December 2005 - March 2007

Designing and consulting in online game project management. Game system design, environment art for prototype build and strategic planning for technical background and workflow.

SKILLS

Experienced in Interaction Design (UI / UX) for Mobile/Tablet application & game / Webdesign / 3D Modeling and texturing / Level Design / Concept Art.

[Design]

Interaction (UI/UX) Design
Mobile UI/UX Design
Web Design

3D Modeling and texturing
Level Design
Concept Art
Mechanical Design
Traditional Drawing and Painting

[Software]

Maya
3ds Max
Cinema4D
Softimage
Z-Brush
Mudbox
Photoshop
Illustrator
Unity
Unreal Engine
Dreamweaver
After Effects
Soundbooth

HTML/XML (HTML 5)
CSS (CSS3/LESS)
Java Script
PHP
Wordpress
Visual Basic
Microsoft Office

Proficient in Windows / Linux / Mac
platforms

LANGUAGES

English
Japanese

EDUCATION

Academy of Art University, San Francisco, CA

Bachelor of Fine Art in Animation & Visual Effects - 3D Game modeling and texture,
September, 2005 - December, 2009

De Anza College, Cupertino, CA

Liberal Arts, September 2003 - August 2005 - Transferred

Kure National College of Technology (Highschool), Hiroshima, JAPAN

Mechanical Engineering / Highschool degree, Spring 1999 - March 2002

ACHIEVEMENTS

Kumano Brush Sketching Contest

1st Special Award (3 years in the role)

Sketching Contest in Japan

Gold Award

Saka Fire Fighter Sketching Contest

1st Special Award (3 years in the role)

REFERENCES

Jason Elwood - Art Director / Producer Moblyng Games

Tel: 925.437.2047

Christopher Schenck - Director, School of Game Design, Academy of Art University, San francisco

Tel: 415.618.3901 / email: cschenck@academyart.edu

Gerardo Garza - Environment Art at Electronic Arts, Instructor, Academy of Art University

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