

Hirofumi Kasagi

Effects Artist

Contact

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Profile

Objective I am seeking a position as an effects artist.

Key Skills

Houdini
V-Ray

Maya
FumeFX

Golaem Crowd
Renderman

Nuke
Massive

Linux(Unix)
Python

Education

- | | |
|---------------------|--|
| 2010 to 2013 | 2nd Bachelor of Fine Art
Academy of Art University, Animation & Visual Effects, San Francisco, CA, USA |
| 2004 to 2009 | Bachelor of Science in Computer Science and Engineering
University of Aizu, Computer and Engineering, Fukushima, Japan |
| 2000 to 2003 | Diploma of Science and Mathematics
Ohmachi High School, Science and Mathematics, Nagano, Japan |

Work Experience

- | | |
|---|---|
| Effects Artist / Lead Crowd Effects Artist
Atomic Fiction, Oakland, CA
✓ Game of Thrones (2015), Paranormal Activity 5 (2015), | Fulltime Job
January, 2015 - Current |
| Effects Artist / Generalist
Atomic Fiction, Oakland, CA
✓ Blended (2014), Cosmos: A Space-Time Odyssey (2014). | Fulltime Job
September, 2013 - May, 2014 |
| Effects Artist
Academy of Art University, San Francisco, CA
✓ Beasts of the Southern Wild (2012), Saving Lincoln(2012), Glass Butterfly(2013). | Volunteer
September, 2011 - May, 2013 |
| Lead Digital Artist
Eyes, JAPAN, Fukushima, Japan
✓ Digital Artist, 3D Generalist, Motion Capture Operator, and 2D Composer. | Fulltime Job
October, 2006 - March, 2009 |

Awards

- | | |
|--|--|
| Next Limit SIGGRAPH 2012 Demoreel | My shot is chosen as RealFlow 2013 Demoreel, August 2012 |
| First Place in Dynamics and Particles | Academy of Art University Spring Show 2012, May 2012 |
| Runner Up in MEL(Python) Scripting | Academy of Art University Spring Show 2013, May 2013 |

Languages

Japanese (Native)

English (Professional working proficiency)