

Hirofumi Kasagi

Effects Artist

Contact

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Objective

I am seeking a position as an effects artist.

Key Skills

Proficient or familiar with a vast array of 3D software ,programming languages, including:

Houdini	Maya	Golaem Crowd	V-Ray	Nuke
Unix (Solaris)	C/C++	Python	Renderman	

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, Montreal, QC, Canada	Fulltime Job January, 2016 - Current
✓ <i>Pirates of the Caribbean: Dead Men Tell No Tales, Ghost in the Shell, Transformers: The Last Knight</i>	
Effects Artist / Generalist Atomic Fiction, Oakland, CA, USA	Fulltime Job September, 2013 - December, 2015
✓ <i>Blended, Cosmos: A Space-Time Odyssey, Deadpool Game of Thrones Season 5, Paranormal Activity, Rings</i>	
Effects Artist Academy of Art University, San Francisco, CA	Volunteer September, 2011 - May, 2013
✓ <i>Beasts of the Southern Wild (2012), Saving Lincoln(2012), Glass Butterfly(2013).</i>	
Lead Digital Artist Eyes, JAPAN, Fukushima, Japan	Fulltime Job October, 2006 - March, 2009
✓ <i>Digital Artist, 3D Generalist, Motion Capture Operator, and 2D Composer.</i>	

Languages

Japanese (Native), **English** (Professional working proficiency)

