KOTTA KATSUDA

concept artist & CG generalist

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WORK EXPERIENCE

Freelance Artist
Unreleased PC indie game   Dec. 2023 - Present

- Designed and modeled low poly, interactive props inspired by Y2K aesthetics with pixel-art shaders
- Animated gameplay sets for main character for development in Unreal

2D/3D Art Intern
MAKE - Minneapolis, MN   Sept. - Dec. 2023

- Designed graphics and package designs for background assets in product commercials
- Painted textures for toys and products according to client concepts in various styles such as hand-painted toon shader, 70s retro graphics, and photorealism
- Painted backgrounds and props in flat line-art style for 2D animated internal project
- Designed, modeled, and animated 10 second holiday spot featuring 3D character and realistic FX

Visual Development
Short film Aroon (2023) for HBO x Warner   May 2022

- Created 2D characters, environments, and production illustrations inspired by Indian shadow puppets
- Worked closely with director to translate concepts to finalized looks through multiple iterations and cleaned up renderings

CG Generalist Intern
teamLab - Tokyo, Japan   Aug. 2021

- Sketched and designed polished concepts for 3D props inspired by flat Japanese woodblock prints
- Skinned and animated characters interacting with props for large-scale art installation

ACHIEVEMENTS / AWARDS

Women in Animation Mentorship: "Art and Tech? You Don't Have to Choose"   Oct. 2023 - Present

Art Center Honors Term   Jan. - Apr. 2023

- Awarded a tuition-free term to pursue independent study in costume design and sewing
- Researched ethnic and historical costume, focusing on South Indian textiles and West African textiles alongside ArtCenter's liaison librarian and costume design mentor

Animated short: Morry (2021), Director   Dec. 2021

- Translated vision for film through character drawings, mood paintings, color keys, and 3D mockups
- Lit and rendered CG scenes using Unreal Engine to achieve moods developed in color scripts
- Featured in ten film festivals

EDUCATION

Art Center College of Design   Dec. 2022
Bachelor of Science in Entertainment Design

- Merit Scholarship upon aceptance, Provost's List 2019-2022
- Nominated for Student Leadership Award at graduation

SKILLS

Design: Character and prop design, costume design & research, CG modeling / animation / lookdev
Software: Autodesk Maya, Blender, Substance, 3DS Max, Unreal Engine, Nuke, Marvelous Designer, Adobe Photoshop, After Effects, Premiere Pro, InDesign
Languages: English (native), Japanese (professional)