

Kotta Katsuda

Portfolio: kottakatsuda.com | Email: kottakatsuda@gmail.com

SKILLS

Design: concept art, background layout & painting, color design

CG: modeling, texturing, stylized FX, lighting

Software: Maya, 3DS Max, Blender, Substance, Unreal, Unity, Nuke, Marvelous, Adobe (Photoshop, Illustrator, After Effects, Premiere, InDesign)

Languages: English, Japanese (Professional Working Proficiency)

EMPLOYMENT HISTORY

Cascade PBS

Concept Artist & Color Designer | April 2025 - February 2026

- Established unique art direction for three 2D animated commercials through exploratory style frames, character, and environment designs.
- Designed layouts and painted backgrounds under strict deadlines.
- Developed color scripts to determine lighting for all shots, designate colors of characters and locations, and ensure consistent style and clear emotional flow. Painted over backgrounds to ensure stylistic accuracy across multiple shots. Animated hand-drawn frames and basic rigs in After Effects.

Thinking Pictures – Animated TV Pitch

Visdev Artist, 2D Animator, Compositor | September 2025 - January 2026

- Developed animation tests for 4 key shots, animating lined characters, FX, and compositing with background.
- Explored 2D FX styles and final look dev using a mix of hand drawn and procedural FX in Ae.

teamLab - Tokyo Japan

Asset Designer | January 2025 - March 2025

- Designed stylized assets for real-time animated exhibit. Delivered concept paintings and orthographics exploring shape language, texture variations, and FX according to established moodboards. Researched Edo-period art and sculptures to define period-accurate shape language and textures.
- Modelled and textured assets following existing style guidelines and assets using 3DS Max and Photoshop. Retopologized models to fit low-poly constraints while maintaining desired art style. Exported final assets with simple animation for Unreal pipeline.

[Cosmic Cloud Studios - UK](#)

Hello Kitty Island Adventure Game

Concept Artist & CG Generalist | October – November 2024

- Designed costumes and accessories for Hello Kitty avatars based on seasonal themes by delivering colorways, orthographics and fully rendered isometric views.
- Modelled and textured 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.

[MAKE - Minnesota, USA](#)

2D/3D Art Intern | September 2023 – December 2023

- Designed assets for product commercials in accordance with daily client feedback. Executed various CG tasks, including layout, rigging, modelling, and animation, while adapting to needs of clients under short deadlines. Adapted to different styles ranging fromtoon shader to photorealistic while matching existing concept art for seamless compositing with existing look dev.
- Directed and developed 10-second spot featuring 3D character, procedural textures, and stylized FX using 3DS Max, Phoenix FD, and Nuke.
- Took part in studio's 24-hour design challenge to deliver stand-alone looping animation using After Effects and Premiere.
- Consistently followed file naming procedures to deliver reusable assets and work simultaneously with colleagues during fast-paced turnarounds. Took the initiative in troubleshooting rendering issues by learning color space and encoding basics.

Unannounced Indie Game

Concept Artist (Contract) | October – December 2024

- 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. Took early concepts to fully painted, high-quality renders.
- Provided draw-overs of 3D environment models to ensure shape, proportion, and stylistic cohesion across all assets and scenes.

HBO x Warner Short Film Series

Short Film: Aroon (2022)

Concept Artist (Contract) | May - June 2022

- Designed characters, 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.

ArtCenter College of Design - Pasadena, USA

Teaching Assistant & Student Worker | January 2019 – December 2022

- Established peer tutoring program alongside animation department. Tutored students on technical drawing skills and short film production.
- Served as teaching assistant for junior and mid-level 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 student librarian.

QUALIFICATIONS

ArtCenter College of Design - Pasadena, USA

Bachelors of Science, Entertainment Design | 2019 – 2022

- Graduated with Distinction, 3.88 GPA
- Merit scholarship upon acceptance

ACHIEVEMENTS

Commercial Spots for PBS “Viewers Like Me”

Nominated for Pacific Northwest Emmys 2025

- Led visual development for 3 animated commercials commissioned by Cascade PBS. All three spots were received with enthusiasm from the public on PBS’ social media.

ArtCenter Honors Term

ArtCenter College of Design | January - May 2023

- Selected by faculty board to enroll in additional tuition-free semester after graduation to pursue independent study in costume design based on portfolio and department chair recommendation. Studied under costume designer Gwyn Conaway and enrolled in courses relevant to costuming for animation including 3D costume simulation and sewing lab.

Short Film Morry (2021)

Selected for Fine Cut Film Festival, Los Angeles

- Co-directed 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.