

Yushi Kobuchi

FX Artist

LANGUAGES

- Japanese, English

EXPERIENCE

- Studio X: Academy of Art University 02 2019– 08 2019
Texturing & Lighting Artist
“The Second Chance”
FX Artist
“Lost Song”
- Studio X: Academy of Art University 02 2018– 08 2018
FX Artist
“Highest Sky”, “Lost Song”
- Cherry Blossom Festival, San Francisco, CA 2016
Volunteer Portrait Artist
Drew portraits of festival for charity event

SKILLS

FX Simulation

- Destruction, fire, smoke, water effects
- Rendering for effects simulation
- Python programming for effects simulation
- Compositing for effects simulation
- Cloth Simulation

Texturing

- Texturing & Lighting
- 3D Modeling

Software

- Autodesk Maya
- Next Limit RealFlow
- Foundry Nuke
- Adobe AfterEffects
- Adobe Photoshop
- Autodesk Mudbox
- SideEffects Houdini
- Chaos Group V-ray
- Marvelous Designer
- Autodesk Arnold
- Foundry Mari

AWARDS

- Academy of Art University Spring Show, San Francisco, CA 2016
Charcoal Portrait

PROFESSIONAL ORGANIZATIONS

- Computer Graphics Society 2016 – Present
Student Member

EDUCATION

- Academy of Art University, San Francisco, CA 2015 – Present
Bachelor of Fine Arts, Animation & VFX
Anticipated Graduation Date 2020