

KEIICHIRO EMURA

(Character Animator)

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OBJECTIVE

I am looking for a position as character animator, where i am surrounded by the most talented fellow animators and artists, to help create the best projects possible, by pushing animation to the highest level.

EMPLOYMENT

March 2007 – August 2011

Smart Bomb Interactive, UT

- created animations for in game motions and cinematics
- created storyboards and animatics for preproduction
- rigged and skinned characters/props for animation
- modeled and textured props

Shipped Game Titles:

- Bee Movie Game for Nintendo Wii Console
- Snoopy Flying Ace for Xbox Live Arcade
- Animal Jam for National Geographic Kids <http://www.animaljam.com>
- Sky Legends, MMO <http://www.skylegends.com>

SKILLS

Artistic: Keyframe Animation, Facial Animation, Rigging, Modeling, Texturing, Design
Technical: MAYA, Photoshop, Premiere, IBM PC, Linux OS, Mac OS
Languages: Fluent in: English, German, Japanese

EDUCATION

June 2011 – present

ianimate.net Animation Workshop led by Jason Ryan

September 2006 – December 2006

Academy of Art University, San Francisco, CA
Pixar 2 Advanced Animation taught by Adam Burke and Mike Wu
Pixar 1 Animation taught by Bobby Podesta and Ross Stevenson

February 2004 – May 2006

Academy of Art University, San Francisco, CA
Master's Degree MFA in 3D Character Animation

ACHIEVEMENTS

2 shots for "Snoopy Flying Ace" featured on the Autodesk Demo Reel of 2009
Short Movie "Doggoth" screened at the Red Stick Animation Festival 2007
Work featured at SICACA (Seoul International Character Animation Cartoon Artists Invite Exhibition 2006)

OTHER INTERESTS

Playing guitar and composing music, drawing, hiking, skiing