



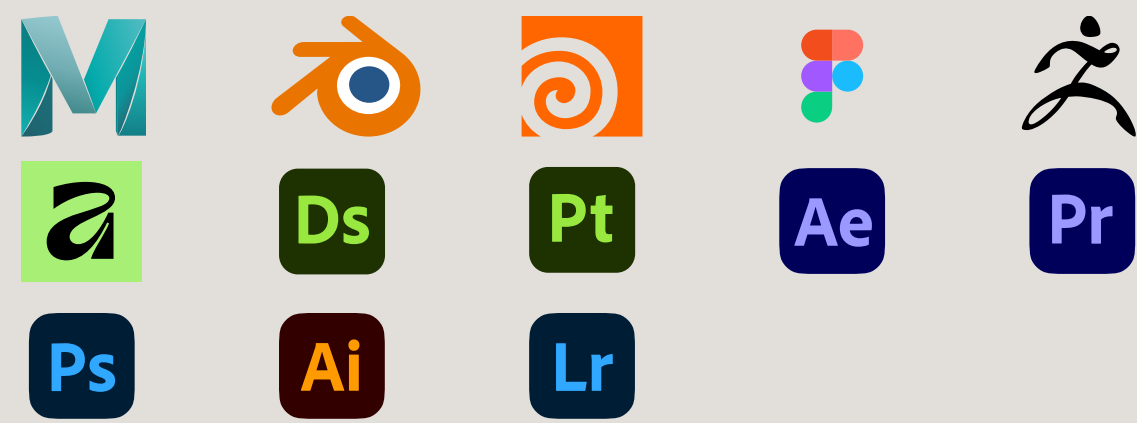
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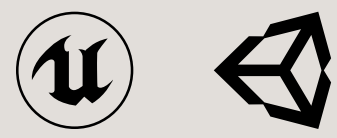
## LANGUAGES

- Japanese(Native)
- English(Intermediate)

## Creative Tools (3D & Design)



## Graphics & Game Engines



## Programming Languages



## Web & App Development



## Development Operations



## Platform & Infrastructure



## HOBBIES

- Camera(Film/Digital)
- SOUNA
- Cooking
- Watching movies
- Walking around town

## QUALIFICATIONS

- 7+ years of experience as a Technical Artist specializing in Shaders, Pipelines, and LookDev in the game industry.
- Skilled at bridging the gap between engineers and artists to achieve high-quality visuals with efficiency and flexibility.
- Strong problem-solving abilities, actively communicating with development teams to optimize workflows

## EXPERIENCES

### Technical Artist (Freelance) | Dec .2024 - Present

- Unknown project ( My Own )
  - Create a game device

### Lead Technical Artist at SIE MY CO., Ltd.Dec Sep.2022 - Nov.2024

- Climate Station
  - Team Size: 5~10.
  - Support Range (Artist : 3~5 Engineer : 3 ~ 6)
  - Developed scripts, macros, and tools in Unity
  - Supported Game Build process via Jenkins and Git
- MLB Series
  - Team Size: 20~100.
  - Support Range (Artist : 10~30. Engineer : 10~15)
  - Tools for game optimization / Updated existed tools for update DCC tools
  - Support clean scan-based textures for characters
  - Plugin for MudBox (Outliner / Importer for scanned files)
  - Shader for Environment in Maya
  - Tools for Cleaning Maya scene file
  - Support facial animation solving for animators
- The Last of Us: Part II - Remastered
  - Team Size: 50~200.
  - Support Range (Artist : 100 ~ 200. Engineer : 3~7)
  - Set up the existing workflow for artists
  - Support shader troubleshooting and submission process
  - Assist with game engine troubleshooting using a Devkit
- General Support for studios
  - Team Size: 100~200.
  - Support Range (Artist : 70 ~ 150. Engineer : 10~30)
  - Easy annotation tools for internal use
  - Return color of a picture as web APIs
  - Optimized existing toolsets and workflows
- R&D
  - Identification Image of AI ( used YOLO and ComfyUI)
  - Used AI for Making texture in Maya

### Technical Artist (Freelance) | Mar.2022 - Dec.2022

- Provided support for video production
  - Captured and edited videos
  - Created captions using custom tools
- Consulted on Unity shaders
  - Assisted in the development of NPR shaders
  - Support for creating other useful plugins

### Lead Technical Artist at CAPCOM CO., Ltd. | Sep.2019 - Mar.2022

- STREET FIGHTER 6
  - Team Size: 150~300.
  - Support Range (Artist : 60~120. Engineer : 8~25)
  - Character/Environment/Light/ on Development environments creation
  - Research and development of new expressions with engineers and artists
  - Character/Environment/ Shader creation on the Game Engine
  - Character Shader creation on Maya
  - Create Lookdev on Substance Painter
  - Character artist support tool development with Houdini
  - Creating the tools required for game optimization

### Senior Technical Artist at CAPCOM CO., Ltd. | Jun.2018 - Aug.2019

- STREET FIGHTER 6
  - Team Size: 150~300.
  - Support Range (Artist : 60~120. Engineer : 8~25)
  - Character/Environment/ Shader creation
  - NPR Post-process/Look development/ creation
  - Creating asset conversion tools such as FBX and Texture

### Shader Artist / Cut Scene Animator at CAPCOM CO., Ltd. | Jun. 2017 - May.2018

- Devil MayCry 5
  - Team Size: 150~300.
  - Support Range (Artist : 15~20. Engineer : 3~6)
  - Character/Environment/ Shader creation
  - Unique shader create for cutscene

## EDUCATION

Advanced Game Programming, Japan Electronics College - Tokyo, Japan(2014 - 2017)

## WORKSHOP

“Round table for training technical artists” was performed at CEDEC in 2018