

Kelly K. Nakasone

CG Cinematic/Layout Artist

SKILLS

3D Animation Previs/Layout Techvis Postvis Oculus Camera Recording	Maya Photoshop Premier Pro After Effects PF Track Unity
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PROGRAMS

EXPERIENCE

DreamWorks Animation, Remote, TX – [July 2023 – March 2024]

Credits: The Wild Robot, Kung Fu Panda 4.

- Previs/rough layout camera work.

Paramount/Nickelodeon, Remote Freelance, TX – [Aug 2022 – Jan 2023]

Credits: Teenage Mutant Ninja Turtles: Mutant Mayhem.

- Previs/Layout camera work.

Day For Nite, Remote, TX – [Jan 2021 – Jun 2022]

Credits: Hocus Pocus 2, Lyle Lyle Crocodile, Dungeons & Dragons: Honor Among Thieves.

- Lead Previs, Postvis and Techvis

Baobab Studios, Remote Freelance, TX – [May 2020 – Jan 2021]

Cinematic Artist

Credits: Baba Yaga, Namoo.

- Created cinematic experiences for VR projects by utilizing Unity's game engine to compose dynamic shots and sequences. (camera layout, mocap cleanup, oculus camera recording, editing)

The Third Floor Inc, Los Angeles – [June 2016 – October 2019]

Credits: Star Wars Ep. IX, Godzilla King of Monsters, Game of Thrones Season 8, Avengers: End Game, Christopher Robin, Avengers: Infinity War, Rampage, Infinite, Jungle Cruise.

- Previs, postvis and techvis.

Ringling College of Art and Design, Florida – [2013 – 2016]

As an upper-level course, I produced a two minute animated 3D short.

- Modeled, rigged, animated and designed the characters and environments.
 - Planned animation with storyboards.
 - Designed fully rendered characters, character sheets, turntables, and concept art for my thesis.
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EDUCATION

Ringling College of Art and Design, Florida – [May 2012 – September 2016]

B.F.A in Computer Animation, September 2016