



KIM KOBASHIGAWA

VISUAL DEVELOPMENT | ENVIRONMENT DESIGN

CONTACT

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SKILLS

Design

Environment Design
Prop Design
Digital Painting

Software

Photoshop
Procreate
Blender
Sketch up
Storyboard Pro

Languages

English
Japanese (*Conversational*)

INTERESTS

Urban Sketching
Historical Buildings
Okinawan Sanshin (3-stringed instrument)
Sweets

EDUCATION

ArtCenter College of Design (ArtCenter)

B.S. in Entertainment Design, Concept Track
Expected Dec. 2022

University of California, Davis (UC Davis)

B.S. in Managerial Economics
B.A. in International Relations, Minor in Japanese
Mar. 2014

EXPERIENCE

Environment Designer

Thesis Production with Evgeni Tomov
Jan. 2021 - May 2021

Designed interior cutaway for an animated 2D short film. Worked over provided 3D models to create layouts for shots. Adhering to style, painted layouts into background paintings.

Visual Development

Designmatters - Safe Niños
Coaniquem, Santiago, Chile and ArtCenter, Pasadena, CA
Jan. 2022 - Dec. 2022

Tasked with creating a world for burn prevention awareness that exists alongside Coaniquem's existing characters. Researched Latin American culture, existing trends, and past outreach campaigns. Created multiple fantasy world pitches for client. After receiving feedback, created created backgrounds for a pilot episode geared towards 6-8 year-olds. Created a unique style for the show, incorporating textile patterns and textures inspired by arpilleras, Chilean patchwork. Wrote script for the pilot episode based on group-discussed storyline.