# KOTTA KATSUDA

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character design & visual development

#### Pasadena, CA 91105

## **EDUCATION**

Bachelor of Science in Entertainment Design Anticipated 12/2022

ArtCenter College of Design, Pasadena, CA

Merit Scholarship upon acceptance, Provost's List 01/2019 - Present

CGMA Character Design Mentorship 07/2021 - 08/2021

With David DePasquale, Sherman Oaks, CA (Online)

## **EXPERIENCE**

#### Background Painter 08 - 09/2022

Independent animation project

Painted backgrounds from storyboards for TV pitch deck.

#### Character Designer 06/2022

#### HBO Max x WarnerMedia Access Animated Shorts Program

Designed stylized characters, environments, and props for 2D animated short inspired by Indian shadow puppets with attention to color script and to meet creative direction.

#### Animation & Design Intern 07/2021

#### teamLab, Tokyo, Japan

Assisted CG generalist pipeline by designing, modeling, texturing, and animating props for art installation with a team of artist and engineers. Researched Edo period art and reference.

#### Teaching Assistant and Peer Coach 09/2019 - Present

#### ArtCenter College of Design, Pasadena, CA

Provided in-class critique to polish projects. Supported students on projects, life management, and technical software including Photoshop and Maya to improve college experience.

# **ACHIEVEMENTS & AWARDS**

#### Animated short: Morry (2021), Director

Selected for ten film festivals and finalist in Fine Cut Festival of Films, Honorable Mentions for Student World Impact Film Festival and Los Angeles Animation Festival.

#### Animated short: In Tandem (2020), Director

Selected for Crazy Talented Asian & Friends Shorts Festival.

ArtCenter Student Leadership Education & Development Grant 05/2021

Offered to participate in off-campus learning experience for character design mentorship.

### SKILLS

**Design:** Character design, costume design & research, background painting, 2D animation, CG modeling **Software:** Adobe Photoshop, After Effects, Premiere, Illustration, Autodesk Maya, Unreal Engine 4, 3DS Max, Blender, Toon Boom Harmony, Storyboard Pro, TVPaint **Languages:** English (Native), Japanese (Professional)