

http://kellyknakasone.com/  
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# Kelly K. Nakasone

CG Cinematic/Layout Artist

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## SKILLS

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

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## 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, Dungeons & Dragons: Honor Among Thieves.

- Lead Previs, Postvis and Techvis

**Baabab 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