



KIM KOBASHIGAWA

VISUAL DEVELOPMENT | ENVIRONMENT DESIGN

EDUCATION

B.S. in Entertainment Design

ArtCenter College of Design (ArtCenter)

Jan. 2019 - December 2022

Graduated with Distinction

EXPERIENCE

Environment & Layout Artist

Nuboom Studios

May 2023 - Present

- Using strong perspective skills, designed and painted background layouts for the action, anime-style TV series, BitWars.
- Designed props with orthographic and three-quarter views with character scale for the team to reference to ensure the continuity of backgrounds.

Concept Artist

Mangolin Creative

Jul. 2023 - Present

- Created a series of rough and refined sketches with feedback from Art Director for themed attraction concept art, focusing on diversity and inclusion.
- Painted full color illustrations using photo and digital painting techniques.

Concept Intern

Sixth Sense Productions

Aug. 2023 - December 2023

- Designed an urban environment cutaway view and lighting concept art for an unannounced, 3D animated short film.
- Utilized color theory knowledge to design rough color scripts
- Utilized graphic design skills to design packaging textures for application in CG environments.

Visual Development Artist

Designmatters - Safe Niños

Coaniquem, Santiago, Chile and ArtCenter, Pasadena, CA

Jan. 2022 - Dec. 2022

- Created multiple fantasy world pitches for a burn prevention awareness TV series based off of the client's existing characters.
- Researched Latin American culture, existing trends, and past outreach campaigns.
- Developed a unique stylized look for the show, incorporating textile patterns and textures inspired by arpilleras, Chilean patchwork.
- As a team player, helped story team with writing a script and refining storyboards.

Environment & Layout Artist

"Siblings" directed by Kenet Garcia Rojas

Jan. 2021 - May 2021

- Designed stylized interior cutaway for the animated 2D short film, "Siblings".
- Worked over 3D model to create layouts for shots.
- Painted layouts into background paintings adhering to Director feedback.

CONTACT

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SKILLS

Design

Environment Design

Prop Design

Digital Painting

Perspective

Color Theory

Software

Photoshop

Illustrator

InDesign

Procreate

Blender

Sketch up

Storyboard Pro

After Effects

Languages

English

Japanese (Conversational)

INTERESTS

Urban Sketching

Historical Buildings

Okinawan Sanshin (instrument)

Sweets

Pokemon

Cute Things