



# KIM KOBASHIGAWA

VISUAL DEVELOPMENT | ENVIRONMENT DESIGN

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## EDUCATION

### B.S. in Entertainment Design

ArtCenter College of Design (ArtCenter)

Jan. 2019 - December 2022

Graduated with Distinction

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## CONTACT

Arcadia, CA

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## SKILLS

### Design

Environment Design

Prop Design

Digital Painting

Perspective

Orthographics/Elevations

Color Theory

Architecture

### Software

Photoshop

Illustrator

InDesign

Procreate

Blender

Sketch up

Storyboard Pro

After Effects

### Languages

English

Japanese (Conversational)

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## EXPERIENCE

### Concept Artist

Uncommon Games

Dec. 2024 - Present

- Designed environmental assets, including both architecture and organic elements, for a cozy, open-world, town-building game.
- Created orthographic sheets of assets for 3D modeling team.
- Painted textures as a guide for the final look of assets.

### Visual Development & Background Artist

Nuboom Studios

May 2023 - Present

- Using strong perspective skills, designed and painted urban and organic background layouts for the action, anime-style TV series, *BitWars*.
- Designed props with orthographic and three-quarter views with character scale.
- Designed color variations to set the color for locations.

### Concept Artist

Mangolin Creative

Jul. 2023 - Sep. 2024

- Created a series of rough and refined sketches with feedback from Art Director for themed attraction concept art, focusing on diversity and inclusion.
- Painted fully rendered elevations to illustrate concepted spaces.
- 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 Ninōs

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 and existing trends.
- Developed a unique stylized look and style guide 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.

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## INTERESTS

Urban Sketching

Historical Buildings

Okinawan Sanshin (instrument)

Sweets

Cute Things