

Yoshi Sakaguchi

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OBJECTIVE

Dynamic self motivated graphic designer and artist with over 20 years of motion graphics, videos and still image production and graphic design experience for games, video and marketing materials. To apply accumulated skills as a graphic designer and artist to assist and help contribute to understanding industry norms in order to create the most effective and persuasive product.

TECHNICAL SKILLS

Adobe Animate
Adobe After Effects
Adobe Illustrator
Adobe Photoshop
Adobe Premiere
Stable Diffusion
Final Cut Pro
3D Studio Max
Character Studio
Blender

Microsoft Office
Canon DSLRs
Lumix Micro 4/3
Canvas / HTML / CSS
Agile - Trello - Jira

NOTABLE SKILLS

Quality Control
Multi Task
Computer Skills
Reliable
Precision
Trouble Shooter
Problem Solver
Forward Thinker
Efficient
Quick Learner

EXPERIENCE

Tynker, Mountain View, California (Remote) — *Video Editor and Graphic Artist* 2020 - 2023

- Created hundreds of marketing materials working closely with local and international teams.
- Created hero art for landing page and produced content for Tynker IDE game creation tool.
- Video production for various projects that explains either a process or a product for the clients.

Jackbox Games, Chicago, Illinois (Remote) — *Contract Graphic Artist* 2020

- Remotely delivered art assets for game *Devils in the Details* and *Talking Points*.
- Involved with weekly QA testing of all games in *Party Pack 7*.
- Produced social media and marketing graphics.

Jellyvision, Chicago, Illinois — *Lead Production Graphic Artist* 2011 - 2020

- Within a B2B project with a short deliverable timeline, was assigned to animate hundreds of After Effects and canvas formatted animations. Starting with a still image storyboard provided by the illustrator, imported into Adobe Animate the assets, and produced client approved and delighted animations and motion graphics with attention to detail ahead of schedule.
- The product assisted more than 1,500 companies with more than 18 million employees including 114 of the Fortune 500 to make better decisions for their insurance plans, 401(k) allocations, and financial wellness.
- Created visual mockups for interactive and non-interactive web environments for healthcare benefits.
- Applied brands including typography, color and other elements.

15 Letters, Chicago, Illinois — *Freelance 3D Artist* 2011

- Used 3D Studio Max, provided all aspects of the 3D production assets for environments and characters that included hair and cloth dynamics for OfficeMax and Allstate website creative content.

Webfoot Technologies, Lemont, Illinois — *Lead Game Designer* 2009 - 2010

- **You Don't Know Jack DS - Lead GUI Design**
Collaborated with Jelly Vision to adapt YDKJ to the Nintendo DS. Worked with Jellyvision.
- **Fancy Nancy DS - Lead Game Design**

Duties included designing 5 minigames, 10 platforming stages, all menus as well as managing contracted work across the globe.

- **Biggest Loser DS - Lead GUI Design**
Created animated gifs and png sequences of exercise routines and refreshed the user interface to be more streamlined.
- **Fabulous Finds DS - Sprite Artist**
Created items for the seek and find portion of the game.

Horseland, Chicago, Illinois — MMO Production Artist 2006 - 2009

- Utilized my 3D Studio Max, Adobe Animate, Action Script, CSS, XML, HTML, Photoshop and Final Cut skills to produce art, mini-games, web pages and content for a popular MMO website, horseland.com.

ZPD+A, Chicago, Illinois — Contract 3D / CAD Artist 2006 - 2006

- Collaborated with architects to generate SketchUp and 3D Studio Max concept renderings for Blue Cross Blue Shields as well as the Cicero City Hall plans.
- Provided print material for presentation.

Westcreek Studios, Frankfort, Illinois — Lead 3D Modeler 1999 - 2006

- Used 3D Studio Max to create two 24 minute nationally televised movies, created hundreds of models which included characters, props, and sets. Worked closely with illustrators to convert 2D into 3D imagery and final delivered products on time. Led the modeling and special effects team on all projects.
- Trained new employees on the subdivision modeling technique.
- Led as special effects supervisor by researching and developing techniques for fire, smoke, water and using programs like Autodesk Combustion.
- Traveled to Bulgaria to troubleshoot with Chaos Group's V-Ray rendering issues.
- Traveled to Render Core in Hollywood to consult with rendering.

EDUCATION

Northern Illinois University, DeKalb, Illinois — B.F.A. 1994 -1998

Studies: Timed Art - Electronic Media - Motion and Still Graphics

ACTIVITIES & VOLUNTEER

Tutor (English Language Learners), Maryville, Tennessee — Volunteer 2021 - Present

- Tutored students learning English and through text books and bible stories.

Christian Youth Theater (CYT), Wheaton, Illinois — Volunteer 2019 -2020

- Helped build the set for Newsies performance.

Church Worship Team, Chicago, Illinois — Volunteer 2010 - 2013

- Drummed with multiple bands for churches..

Tutor, Villa Park, Illinois — Volunteer 2010 - 2011

- Helped students with homework and led educational games to make the time enjoyable.

Videographer, Oak Park, Illinois — Videographer 2005 - 2009

- Created videos with a team by filming various content including weddings and interviews.