



CESAR KURIYAMA

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objective

To expand artistically in an organization that will allow my talents to develop, my creativity to flourish, and my imagination to prosper.

software knowledge

Maya, 3D Studio Max, Fusion, Shake, Final Cut Pro, After Effects, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Flash, Quark, Adobe Premiere, HTML, Windows XP pro, Mac OS, LINUX

experience

Charlex
October 2006 - present
3D Animator & Lighting Technical Director
dozens of commercials for such clients as Gillete, Toshiba, and Chrysler

Curious Pictures - NYC
August 2005 - September 2006
Freelance 3D Animator / 3D Artist
3D Maya generalist on various projects including commercials and films for such clients as America Online, ABC, Mattel, and BMW

NYU New York University - CADA
August 2007 - present
Adjunct Professor - Advanced Character Animation

Harvard University
Summer 2006
3D Animation Instructor

Pratt Institute, Brooklyn NY
Fall 2006 - August 2007
Visiting Instructor - CG310 - Computer Animation

New York Film Academy
September 2004 - July 2006
Instructor (Maya, animation, after effects), Part-time TA

Select Communications LP
April 2005 - August 2006
Freelance Graphic Designer
such clients as Swarovski, Nautica, Tommy Hilfiger, and Calvin Klein

Marvel Enterprises Inc.
May 2003 - February 2004
Internship/Freelance
Created 3D Models for Spider-Man and Friends line of Toys
Graphic Design for such properties as The Punisher Movie

education

Pratt Institute, Brooklyn NY
BFA Computer Graphics and Interactive Media
Emphasis on Computer Animation
September 2000 - June 2004
Dean's List

awards

2005 SIGGRAPH Animation Theater
Official Selection - animated short, "Awkward"

2004 SIGGRAPH Student Animation Competition
Honorable Mention - animated short, "Awkward"

2004 China International Cartoon and Digital Art Festival - Finalist Selection
animated short, "Awkward"

Anarchy Online Film Festival - September 2004 Winner
animated short, "Awkward"

iFilm.com - "IFILM Pick"
animated short, "Awkward"

1999 VICA Skills USA High School National Champion - 3D Visualization & Animation
Created animated short with original models while accounting for short polygon count in 8 hours. Won \$65,000 in prizes.

other

- Directed virally successful Music Video for Fat City Reprise - "Long Gone"
it was featured and praised on hundreds of websites; over 200,000 views in first 10 days of release