



# 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 (6 yrs), 3D Studio Max (3 yrs), Final Cut Pro (5 yrs), After Effects 6.5 (4 yrs), Shake (1yr)  
Adobe Photoshop (9 yrs), Adobe Illustrator (8 yrs), Adobe InDesign (2 yrs), Flash (2 yrs),  
Quark (2 yrs), Adobe Premiere (5 yrs), Java (1 yr), HTML, Windows XP pro, Mac OS, UNIX

experience

Charlex  
October 2006 - present  
Lighting Technical Director / 3D Artist  
dozens of commercials for such clients as Gillete, Verizon, and MSNBC

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

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

Select Communications LP  
April 2005 - August 2006  
Freelance  
Graphic Design, Photoshop re-touching, and presentation boarding for such clients as Swarovski, Nautica, Silver Shadow, and Chopard

New York Film Academy  
September 2004 - July 2006  
Instructor (Maya, animation, after effects), Part-time TA  
Technical and artistic instruction for students in 3D animation program

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

John Kerry Presidential Campaign  
March 2004 - June 2004  
Freelance  
Graphic Design for such things as fundraiser invitations and banners

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 HS National Champion - 3D Visualization & Animation  
Created animated short with original models while accounting for short polygon count in 8 hours.

other

- Leading Embrionyc Productions through development of animated series pitch bible
- Animated short "Awkward" is an official selection at over 20 film festivals and counting.
- Continuing the development of cesarkuriyama.com