Yushi Kobuchi

3D Environment modeler

Portfolio: http://yushiobuchi.com

Educational Background

- Academy of Art University, San Francisco, CA   2020- 2023

  Master of Fine Art, 3D Environment Modeling for Games

- Academy of Art University, San Francisco, CA   2015-2020

  Bachelor of Fine Arts, Animation & VFX

Skills

- Hard Surface Modeling
- Digital Sculpting
- Environment Modeling
- PGR Texturing
- Cloth modeling & simulation
- Bifrost simulation

Tools

- Autodesk Maya
- Autodesk Substance 3D Painter
- Marmoset Toolbag
- Unreal Engine 5
- Pixologic ZBrush
- Adobe Photoshop
- Adobe After Effects
- Chaos Group V-ray

EXPERIENCE

- Studio X: Academy of Art University   02 2019 -08 2019

  3D Texturing & Lighting for short film of Redemption

  Producer: Derek Flood

  Director: Seora Hong

- Studio X: Academy of Art University   02 2018– 08 2018

  FX Artist for "Highest Sky" and "Lost Song"

AWARDS

- Academy of Art University Spring Show, San Francisco, CA

  Charcoal Portrait

LANGUAGES

- Japanese: Native
- English: Advanced