Vanessa Nakasone

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Education

Art Center College of Design; Pasadena CA *September 2019 - April 2023*
Minor in Business and DesignMatters: Social Innovation
3.71 Cumulative GPA; Honors

Experience

Coaniquem Safe Ninos - International Development Studio *January 2022 - April 2023*
- Non-Profit partnership to create educational programs for burn prevention. Focused on collaborative worldbuilding with emphasis on character designs and storytelling.

Slice of Life - Animation Capstone Film *January 2023 - April 2023*
- Developed a style guide and assisted in character revisions
- Created 20-30 character designs weekly using Photoshop

Her Blade - Animation Capstone Film *September 2022 - December 2022*
- Sketched monster concept elements in Photoshop that were later translated into 3D modeling
- Created 2D monster concept art that was translated later in 3D modeling

Course Projects

Stylization, Zachary *September - December 2022*
- Utilize adapting different styles for concept art

Character Design, Adam Dix *January - April 2021*
- In depth learning Character designs: stylization, rhythm, line of action, and how to make better characters

Recognitions

VogueLa Article *Present*
Recognition on ArtCenter Provost's List *Fall 2019 - Spring 2023*

Skills

Adobe Photoshop, Adobe Illustration, Maya basics, Storyboard Pro, SketchUp