



Ryo Wakasugi

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Vancouver, BC

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OBJECTIVE

Seeking for an opportunity as a character animator in a creative and collaborative environment to challenge my artistic abilities with a collaborative team of talented artists.

EXPERIENCE

Sony Pictures Imageworks, Vancouver BC 2015 April – present (1 year and 7 months)

- Animator
- “[The Angry Birds Movie](#)” 2016 directed by Clay Kaytis, Fergal Reilly
- “[STORKS](#)” 2016 directed by Nicholas Stoller, Doug Sweetland
- “[Smurfs: The Lost Village](#)” 2017 directed by Kelly Asbury

Polygon Entertainment, San Rafael CA 2014 May – 2015 March (11 months)

- Layout Artist/Animation Lead
- Created animation blocking, camera positioning and animated camera movement
- Animated realistic creatures and human characters for dome projection simulation ride

PIXAR Animation Studios, Emeryville CA 2013 June – 2013 September (4 months)

- Animation Intern/Fix Animator (Crowd animation/Animation test)
- “[The Good Dinosaur](#)” 2015 directed by Peter Sohn

Short Film “Just Looking”, Academy of Art University 2010 September – 2012 August (2 years)

- Animation Lead
- Collaborative professional project, working with several artists from Academy of Art University, my responsibility was to team up whole animation crew and keep the quality thought the film

AWARDS

2015 Student Academy Awards “Winner” 2015 September

- Animator on 3D animated short “[SOAR](#)” 2014 directed by Alyce Tzue

Academy of Art University Spring Show 2012 2012 April

- 2nd Place in 3D Animation- Character Test and Dialogue Test
- The Annual Spring Show is an industry event where select graduating students are invited to showcase their work for industry professionals

EDUCATION

Academy of Art University, San Francisco CA 2010 June – 2013 May

- MFA in 3D Character Animation

Tokyo University of Technology, Tokyo 2006 April – 2010 March

- BMS in Media Science

SKILLS

3D animation, Autodesk Maya, Autodesk 3ds Max, Autodesk Softimage, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Sketch, Drawing, Acting

LANGUAGES

English, Japanese (native)

PRESS

CG World.jp (online magazine) 2016 February

- interviewed for this online magazine

Creating your portfolio, The job hunter’s idea book (book) 2016 February

- interviewed for this book

CG World Entry (magazine) 2015 September

- interviewed for this magazine