# Anna Yoshinari

CG Generalist/Visual Development

Portfolio: https://annayoshinari.weebly.com/

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#### **EDUCATION**

### Calarts Institute of the Arts (CalArts), Santa Clarita, CA — Current Student

SEP 2021 - Present BFA3 Character Animation

#### EXPERIENCE

# **Calarts Institute of the Arts (CalArts), Santa Clarita, CA** — Learning & Creative Technology Student Worker

OCT 2023 - Present

• Technical support for academic technologies such as LMS and video management tool

### ESL Club, Shibuya, Tokyo — English Tutor

APR 2021 - AUG 2021

- Teaching English to elementary and middle school students
- Curriculum planning for discussion class

#### PROJECTS

# Aviary (CG Animated Film) — Filmmaking

Oct 2022 - Apr 2023

- Pre-production Storyboard/animatic, character design, prop design and environment design
- Production Modeling, Rigging and 3D Animation, Hair/Cloth Simulation, Lighting, Rendering and Compositing
- Scheduling

# School of Fish (2D Animated Film) — Filmmaking

Oct 2022 - Apr 2023

- Pre-production Storyboard/animatic, character design, prop design and environment design
- Production 2D Animation (rough, cleanup and color) and Compositing
- Scheduling

#### SKILLS

Maya Autodesk, Blender, Marvelous Designer, Adobe Substance Painter TVPaint, Storyboard Pro, Adobe Creative Suite, Clip Studio Paint, Procreate HTML, CSS, JavaScript

#### LANGUAGES

Japanese (native) English (fluent)

#### **HOBBY/INTERESTS**

Sewing clothes, embroidery, crochet, watercolor painting, web design