Kazuya Boehringer

LinkedIn   Portfolio

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Computer Science and Film undergraduate at Columbia University. British and Canadian.

Date of birth: 10/19/2005

Education:

King's College School Wimbledon (London, UK)   Sep 2019 - Jul 2024

- International Baccalaureate: 40/45 points

Columbia University (New York, US)   Aug 2025 – present

- Computer Science and Film majors – undeclared
- 3.9 GPA

Work Experience:

Animation Intern - Andraft Inc. (Tokyo, Japan)   Sep 2024 - Jun 2025

- Worked in Clip Studio Paint on various anime shows, music videos, games and commercials including One Piece and Hololive (see full credit list in portfolio).
- Type of work included: key animation, secondary key animation, inbetweening and storyboarding.
- Also worked as production management assistant, helping productions run smoothly.

Projects:

Animated short film (currently in production) - Columbia University Animation Team (Studio Dimension)

- Working as director, storyboard artist and 2D animator. Leading a team of other 2D artists as well as 3DCG artists.
- Project is primarily in the layout phase - once complete, key animations will be finished, coloured, and composited with 3DCG backgrounds.

James Webb Space Telescope data analysis – independent astrophysics project

- Catalogued background stellar objects of interest found in JWST NIRCAM data.
- Used photometric methods and color-color/color-magnitude diagrams for analysis.
- Data analysis work done in Jupyter Notebooks in Python.
- Mentorship from Dr Jonathan McDowell of the Harvard Smithsonian, who provided guidance over the course of the project.

Skills:

Animation: layout, key animation/second key animation, in-betweening, finishing/coloring, storyboarding

Video editing

Software: Clip Studio Paint EX, Adobe photoshop, OpenToonz, Blender, Autodesk Maya, Da Vinci Resolve, Hitfilm Express

Languages: English (native), Japanese (fluent), German (conversational - level 6 in IB standard level)

Programming languages: Python, Java, C

Computer Science courses: Machine Learning by Andrew Ng (Stanford Online course), Introduction to Java, Data Structures in Java (currently taking)