





CONTACTS

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 castanetokevin@gmail.com

 Gardena, CA
(Willing to relocate)

PORTFOLIO

<https://kkevinpaul.github.io/Kevin-Castaneto/>

<https://vimeo.com/1028187158>

TECHNICAL SKILLS

- 2D and CG Compositing
- 3D Scene Assembly
- Fire and Water Sims
- Video/Photo Editing
- Lighting and Shading
- 3D Camera and Motion Tracking
- Animation
- Motion Graphics
- 3D Modeling
- Product Visualization
- Website Design

TECHNOLOGIES

- After Effects
- Premiere Pro
- Photoshop
- Houdini
- Nuke/Nukex
- Autodesk Maya
- Unreal Engine
- Adobe Firefly
- Visual Studio Code
- Github
- Microsoft Suite

FRAMEWORKS

- HTML5
- JavaScript
- CSS3
- React.js

KEVIN CASTANETO

PROJECTS: “Flutter” Short Film – Visual Effects Artist / Production Assistant

- IMDb Credit: [Click here](#)
- Served as an On-Set VFX Artist, responsible for collecting and organizing data critical for VFX shots, ensuring accurate tracking and smooth integration in post-production.
- Led lighting efforts, rendering all CG assets in UE and ensuring motion blur and lighting matched real-world conditions.
- Integrated CG elements into live-action footage, ensuring realistic lighting, color, and texture using Nuke and AE.

Treact Website

- Live: <https://kkevinpaul.github.io/Treact-Project/>
Github: <https://github.com/kkevinpaul/Treact-Project>
- Designed and developed a visually appealing Treact-based website with a minimalistic color scheme, focusing on user engagement and clean, modern aesthetics.

NBC Universal: LED Volume Stage Workshop – VFX Artist

- Participated in a workshop at NBC Universal's LED Volume Stage, where I gained hands-on experience in virtual production, focusing on camera tracking, scene calibration, and aligning virtual environments with the physical world.

Virtual Production Masterclass: Cyclops AR – Realtime Previs Artist

- I participated in a masterclass with The Third Floor Inc., where I utilized their V-Cam app to create a 3-shot sequence. This involved shooting a clean plate, having an actor interact with physical elements, and integrating a 3D element using Cyclops AR.

EXPERIENCE: Assistant Department Leader – Customer Service Tokyo Central

Oct 2024 – Present

- Managed a team of 23 cashiers, ensuring excellent customer service and efficient operations.
- Designed promotional events and posters to engage customers and boost monthly sales for the Gardena store.
- Handled customer issues, returns, and phone inquiries to provide exceptional support.
- Assisted managers with operational tasks and coordinated team responsibilities.

Visual Effects Artist Intern Academy of Motion Picture Arts and Sciences Academy Gold Rising Program

June 2024 – Aug 2024

- Engaged with an eight-week summer experiential & educational program offering exclusive panels, interactive workshops, hands-on technical film production workshops.
- Mentored by an Oscar Award-winning VFX Supervisor, gained valuable insights into the Visual Effect industry and learned the best practices for asset and data management, including organization.

EDUCATION: FES Institute

Online Frontend Coding Bootcamp

Los Angeles Film School

Bachelor of Science in Computer Animation
Major in Visual Effects

Honor: Summa Cum Laude