KEVIN CASTANETO

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Portfolio: KKEVINPAULL.GITHUB.IO/KEVIN-CASTANETO/

EXPERIENCE

AUG 2024 - PRESENT

DEPARTMENT LEADER, TOKYO CENTRAL

- Designed monthly promotional event flyers and in-store visuals, which contributed to a 25% sales lift during featured events.
- Oversaw daily cash handling and register operations, with responsibility for up to $100,000+ in transactions per day
- Led a team of 26 front-end associates.

DEC 2023 - PRESENT

FREELANCE VISUAL EFFECT ARTIST

- Collaborated closely with directors, editors, and content creators to develop VFX shots.
- Interpreted creative briefs and storyboards, transforming imaginative concepts into compelling on-screen visuals.
- Provided visual solutions for challenging scenes, including compositing, basic 3D integration.
- Delivered final VFX assets under tight deadlines, maintaining consistent quality and brand alignment

JUN 2024 - AUG 2024

VISUAL EFFECT INTERN, ACADEMY GOLD

- Collaborated with the editing department, art team, and directors to transform creative concepts into cinematic visuals.
- Created and delivered 25 high-quality VFX shots in just 8 days.
- Led lighting efforts, rendering all CG assets in Unreal Engine 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 After Effects.

EDUCATION

JAN 2024

BACHELOR OF SCIENCE IN COMPUTER ANIMATION, LOS ANGELES FILM SCHOOL MAJOR IN VISUAL EFFECTS

Received the Honor Society of the Entertainment Arts award for maintaining a 3.9 GPA over three academic years and graduated summa cum laude.

SKILLS

- Video editing for marketing and promotional content.
- Knowledge of HTML, CSS, and JavaScript
- Skilled in motion graphics, 3D animation, and VFX workflows.
- Strong understanding of visual storytelling and creative workflows.
- Excellent communication skills, both verbal and written
- High attention to detail in editing, branding, and content delivery.
- Ability to collaborate effectively with creative directors, marketers, and other artists
- Proven ability to create content that drives engagement and sales

SOFTWARES

- Adobe Creative Suite (Photoshop, After Effects, Illustrator, Media Encoder, Premiere, Adobe Firefly)
- Autodesk Maya
- Nuke
- Unreal Engine
- Microsoft Word, Excel, Power Point, Publisher

ACTIVITIES

Active member of Academy Gold Rising Alumni and participated in various volunteer events focused on promoting diversity and inclusion in the visual effects and entertainment industry.