

# CAMILO KURATOMI

Surfacing and Modeling artist

1280 Haro street, V6E 1E8

Vancouver, BC

## PERSONAL PROFILE

Graduate from Tecnológico de Monterrey and Vancouver Film School. Highly driven and passionate traditional and digital artist, always looking for the next big challenge to take on. I aspire to work on all kinds of productions that allow me to grow as an artist.

## ACADEMIC PROFILE

### Tecnológico de Monterrey

Bachelor of Arts in Digital Arts 2016-2021  
Querétaro, México

Specialized in 3D animation and VFX, proficient in C++ and C# for Unity and Unreal Engine. Secured a Vancouver Film School scholarship with a self-developed 3D short film.

### University of British Columbia

International Exchange 2018  
Vancouver, Canada

Engaged in international exchange, emphasizing plastic arts. Explored traditional life drawing, sculpting (wood and metal), and delved into writing for film, games, and Virtual Reality.

### Vancouver Film School

Diploma in 3D Animation and Visual Effects 2020- 2021  
Vancouver, Canada

A one year intensive program with a focus on 3D modeling for animation and visual effects under a studio like experience with weekly reviews and feedback. Earned a Rookies Rookie of the year A certificate title from the reel.

## OTHER SKILLS AND INTERESTS

- Bilingual proficiency in English and Spanish.
- Passion for social service and a passion for teaching.
- Diligent and disciplined work ethic.
- Rapid learner and easily adaptable to different environments.
- Committed to learning and constant self improvement
- Passionate for computers and technology
- Highly interested in traditional art. Good ability in translating 2D to 3D.
- Excellent communication and public speaking skills.
- Linux

## CONTACT DETAILS

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## VOLUNTEER EXPERIENCE

### UBC Learn Exchange Art Teacher

The University of British Columbia: 2018  
Managed a six-month program in downtown East Side Vancouver, overseeing the planning and organization of activities for attendees on a drop-in basis. Instructed and guided students in various traditional art techniques, while adapting classes based on feedback under the supervision of UBC Learn Exchange coordinator Matt Hume.

### Teacher Assistant

Tecnológico de Monterrey PrePanet: 2020  
Conducted regular reviews for eight online students to support their high school graduation and pursue higher education. Provided feedback and corrections on philosophy and art history coursework, collaborating with two proficient professors to ensure accurate evaluation.

## WORK EXPERIENCE

### Atomic Cartoons, Junior LookDev Artist

Junior LookDev and Texture artist Sept 2021 - 2023  
Surfacing artist on Princess Wear Pants for Netflix. I was in charge of taking assets through the entire texturing and look development process. Handled everything from characters, to props to environments.

Delved deeper into Katana and Renderman in a production environment, reported progress and received feedback weekly, reported notes to different departments to speed up any kind of fixes or corrections that were needed. During the last few weeks I helped supervisors troubleshoot shading issues in lighting and comp.

### Atomic Cartoons, Mid LookDev Artist

Mid LookDev and Texture artist Sept 2023 - present  
Contributed as a surfacing artist on Spidey and his Amazing Friends, tackling challenging tasks like shader creation and taking assets throughout the texture and look development stages. Learned to optimize shaders for quicker renders on complex scenes and characters. Interacted efficiently, responding to feedback and notes while maintaining clear communication with different departments.

## SOFTWARE EXPERIENCE

- Katana
- Nuke
- Mari
- Adobe suite (Photoshop, Substance Painter, Substance Designer)
- Different render engines. (Arnold, Renderman, Redshift)
- Maya
- UVLayout
- Zbrush
- Mudbox
- Shotgun