

Kaede Takeshige

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EXPERIENCE:

Modeler and Rigger for BYU Animation's "Death and Delilah" January 2018—Present

- Sculpted, modeled, and rigged main character "Delilah"
- Supervised modeling team, giving topology feedback to modelers

Animation Team Lead at BYU Independent Study July 2017—Present

- Direct and supervise in the entire process through design, production, compositing, and editing.
- Conduct trainings for modeling and rigging, as well as create workflows for projects.
- Set up a character library, with workflow for non-riggers to be able to create quick rigs.

Modeler for BYU Animation's "Grendel" June 2017—September 2017

- Modeled character props and backgrounds for BYU Animation's 2017 short film "Grendel"

Tour guide at Historic Site September 2015—April 2017

- Guided tours and told stories of historic Temple Square in 3 languages for international politicians, and tourists.
- Supervised groups of 20+ missionaries to manage and encourage their efficiency

Animator for BYU Animation's "Ram's Horn" August—December 2014

- Team member for character animation in various scenes in BYU Animation's 2014 short film "Ram's Horn"
- Animated with biped and quadruped rigs in Maya

SKILLS:

Programs Maya, Zbrush, Photoshop, After Effects, Motion Builder
Operating Systems Linux, Microsoft, Mac OS
Languages English, Python, Mandarin Chinese, Japanese

EDUCATION:

Brigham Young University 2013—2015, 2017—2019
Bachelor of Fine Arts in Animation

AnimSchool 2017
3D Character Program, select modeling and rigging classes