

Kaede Takeshige
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EXPERIENCE:

Animator at BYU Independent Study July 2017–Present

- Modeling, rigging, animation, and motion capture in Maya
- Designs and illustrations in Photoshop
- Animation in After Effects
- Animation projects in different styles are created in teams of 3-5 to supplement online education courses

Modeler for BYU Animation’s “Grendel” June 2017–September 2017

- Modeled character props and backgrounds for BYU Animation’s 2017 short film “Grendel”
- Worked closely with director and designers to match models to designs and style of the film

Missionary and tour guide for the LDS Church September 2015–April 2017

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

Digital Technician for Harold B Lee Library February 2015–August 2015

- Digitized photographs and journals in the L Tom Perry Special Collections vault
- Worked efficiently and maintained good communication with employers and co-workers

Animator for BYU Animation’s “Ram’s Horn” August–December 2014

- Contributing team member for character animation in various scenes in BYU Animation’s 2014 short film “Ram’s Horn”
- Experience involved effective communication with director and producer for story-driven and artistic appeal of animation

SKILLS:

Programs Maya, Zbrush, Photoshop, After Effects, Motion Builder

EDUCATION:

Brigham Young University 2013–2015, 2017–present
Bachelor of Fine Arts in Animation