



## YOSHI SAKAGUCHI

ARTISTIC IMAGINEER

### CONTACT

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### SKILLS

Photoshop, Illustrator, After Effects, Animate, Premiere Pro, Audition, Firefly, Spine, Blender, 3D Studio Max, macOS, Windows, Vectary, Trello, Jira, Affinity Suite

### EDUCATION

Bachelor of Fine Arts  
Northern Illinois University  
DeKalb, IL  
Studies: Electronic Media,  
Timed Arts & Graphic Design

### HOBBIES

Pickle ball, disc golf, time with family, hiking, dog parks

### OBJECTIVE

Distinguished and dynamic graphic artist with over two decades of expertise in motion graphics, video production, and graphic design. Eager to apply extensive proficiency in industry-standard design software and multimedia tools to create compelling communication assets for diverse stakeholders.

### EXPERIENCE

#### Graphic Designer & Game Artist | Tynker, Remote 2020 - 2023

- Created engaging marketing materials and hero art for landing pages, enhancing user engagement and brand visibility.
- Produced educational videos and tutorials, effectively communicating complex concepts to a diverse audience.
- Collaborated with cross-functional teams to ensure the alignment of design deliverables with project objectives.

#### Contract Graphic Artist | Jackbox Games, Remote 2020

- Delivered high-quality art assets for games, contributing to the success of multiple game releases.
- Produced captivating social media and marketing graphics, driving user acquisition and engagement.

#### Lead Production Graphic Artist | Jellyvision, Hybrid 2011 - 2020

- Led the production of animated content for B2B projects, consistently exceeding client expectations for quality and creativity.
- Developed visual mockups for interactive web environments, applying brand guidelines to enhance user experience.

#### Lead Game Designer | Webfoot Technologies, Lemont, IL 2009 - 2010

- Led GUI design for multiple games, ensuring intuitive user interfaces and seamless gaming experiences.
- Managed contracted work and designed engaging minigames and platforming stages.

#### Lead Production Artist | Horseland, Chicago, IL 2006 - 2009

- Produced art, mini-games, and web content for a popular MMO website, enhancing user engagement and retention.
- Leveraged design tools and software to create visually appealing and immersive online experiences.

#### Lead 3D Modeler | Westcreek Studios, Frankfort, IL 1999 - 2006

- Created intricate models, characters, and sets for nationally televised movies, contributing to the success of acclaimed productions.
- Trained new employees and developed innovative rendering techniques, optimizing workflow efficiency and quality.

#### Internship | Atomic Imaging, Chicago, IL 1998

- Created compelling 3D animations and visual projects for various clients, gaining valuable hands-on experience in 3D animation.