

Brian Fukushima

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Timeline

Experience

Skills

Present

Founder

Quackeon, Seattle, WA

- Designed and engineered Nodes, a modular building system that reimagines flexible storage, customizable furniture, and real-world construction, blending the creativity of LEGO and Minecraft with practical, physical design.

- Built a procedural modeling pipeline in Houdini using VEX and Python to generate fully procedural, 3D printable parts for rapid iteration and scalability. This pipeline includes proxy workflows, version control with Git, and rendering in Solaris.

- Led all stages of product development, from concept design and prototyping through marketing, manufacturing planning, and go-to-market strategy.

- Developed a brand identity, marketing tone, and e-commerce strategy, including a planned Kickstarter launch, Shopify storefront, and digital campaign assets.

November
2024

Senior II Technical Artist

Blizzard Entertainment, Irvine, CA

- Worked as a Technical Artist / Developer specializing in Lighting, Rendering, Scene/Asset Management, and Optimization.

- Architected a next-gen GUI system to support scalable, modular interfaces. Designed for ease of use, cross-DCC compatibility, and long-term maintainability.

- Collaborated with senior leadership to research the integration of AI-assisted tools into artist pipelines, exploring ways to increase efficiencies and enhance creative flexibility.

June
2023

Senior Technical Artist / Developer

Disney via Invisible Thread, Remote

- Worked as part of a cross-disciplinary team embedded in Disney's advanced research division, StudioLAB, leading the architecture, design, promotion, and development of a next-gen asset management system and technical specification.

- Consulted with artists, engineers, product managers, and executives to define pain points, technical requirements, current workflows, and converted these into actionable items for the AMS and technical specification.

- Translated complex technical concepts (AMS and Technical Specification) into materials easily understood by all audiences, creating flow diagrams, prototypes, and visual presentations, and presented them to executives at Disney.

August
2022

Houdini

Maya

Unreal Engine

Substance
Designer

Katana

Omniiverse

ZBrush

Photoshop

Illustrator

Premiere

Public Speaking

Product
Demonstration

User Research

Executive Briefing

Collaboration

Technical Support

Demo
Development

Training

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August
2022

Senior Technical Artist

Foundry, North America

Sales and Marketing Technical Artist specializing in lighting, lookdev, optimization, rendering, pipeline consultation, product demonstrations, and translating technical information between sales, marketing, and product teams.

Collaborated cross-functionally with sales, marketing, product, engineering, and senior leadership to align on strategy, priorities, product roadmaps, industry workflows, and presentations.

Served as the primary technician partnering with sales, product, and marketing teams to evaluate studio 3D pipelines, identify pain points, and translate findings into actionable insights across departments.

Represented Foundry at major industry events and private briefings by creating and presenting technical content, product demos, and roadmaps, while providing technical support and leading discussions with key clients.

August
2017

Senior Lighting / Lookdev TD

Atomic Fiction, Montreal, QC

Worked as a technical VFX Artist focusing on Lighting, Lookdev, and Rendering.

Led lookdev and lighting for a pitch that secured a major blockbuster project from the client's preferred vendor.

July 2015

Lighting / Lookdev TD

MPC, London, UK

Worked as a technical VFX Artist focusing on Lighting, Lookdev, and Rendering.

Initial Technical Artist on Render Flow, a proprietary workflow that automated the process of assigning shaders and lighting to scene configurations.

Technical Artist working with Paul Debevec and the USC ICT Graphics Lab on reflectance field and material scanning technology. This work involved writing a script to ingest their data, creating digital representations of their light stages, and providing feedback to help improve the process.

December
2013

Lookdev Artist for the Oscar-winning film *The Jungle Book*, where I developed a complex shading network for an asset with over 250 variations, optimized for multiple levels of detail, including crowd and hero versions.

Procedural
Texturing

Procedural
Modeling

Model

Texture

PBR

Lookdev

Color Theory

Lighting

Rendering

Optimization

Scene
Management

Python

USD

VEX

Linux

Event-Driven
Programming

UI / UX

Version Control

Bug Tracking