

Brian M. Fukushima

Light / Lookdev / Develop

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EXPERIENCE

Atomic Cartoons, Vancouver — *Senior R&D Engineer*

June 2021 - July 2021, April 2022 - PRESENT

Foundry, North America — *Katana Creative Specialist*

AUGUST 2017 - PRESENT

- In charge of Katana training for potential/new clients/schools in North/South America.
- Evaluations for clients in Animation (TV/Film), VFX (TV/Film), Commercials, Game Cinematics, and Educational industries.
- Discuss/Pitch/Develop evolutions in current UI/UX workflows

Atomic Fiction, Montreal — *Senior Lighting/Lookdev Artist*

JUNE 2018 - JULY 2018

- Freelance pitch work resulting in a successful bid and award package as the primary vendor on a major Hollywood film.

Atomic Fiction, Montreal — *Senior Lighting/Lookdev Artist*

AUGUST 2015 - AUGUST 2017

- Development of a script that ingested song lyrics and sent each word as a message on Slack to a specified user.

MPC, London — *Intermediate Lighting/Lookdev TD*

SEPTEMBER 2014 - JULY 2015

- Part of Renderflow development team
- Lookdev of hero crowd character with 256 variations.
- Work with Paul Debevec and ICT Graphics Lab team at USC to recreate their Light Stages (6/10)
- Member of the Jungle Book render optimization team

MPC, Vancouver — *Junior Lighting TD*

DECEMBER 2013 - JULY 2014

- Optimization of crowd simulation hosting over 6.4×10^{10} polys
- Creation of reverse directional relight script to transfer lighting values from 2D (Nuke) to 3D (Katana).

SKILLS

Model
Texture
Lookdev
Light
Render
Develop

SOFTWARE

Katana
Houdini
Nuke
Mari
Maya
Substance
Renderman
Linux

LANGUAGES

Python
PyQt / PySide
Lua
Bash
C++
VEX