

IAN FUKUSHIMA

3D ARTIST

CONTACT

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EDUCATION

BACHELOR OF CREATIVE
ARTS (ANIMATION)

JMC Academy (2021-2023)

KEY SKILLS

- 3D Modelling
- Texturing/Shading
- Animating
- Rigging
- Autodesk Maya
- Substance Painter
- Unity

INTERESTS

- Football (Soccer)
- Baseball
- Film/Movies
- Food
- Games

PROFILE

3D Artist with a passion to create high quality models and environments for films, animation and games. Prominent skills in 3D modelling, texturing, and sound in rigging.

EXPERIENCE

COMMISSION - RIGGING • 16 SEPT - 30 OCT

Request for two bipedal IK rigs. The ability to manipulate torso, arms, legs and head. No facial controls required. Completed within the deadline.

KITCHEN HAND • AUGUST 2023 - PRESENT

Suzuya Japanese Restaurant

Assisted in preparing and serving Japanese food for over 100 customers per night in a medium sized restaurant. Assist front of house staff.

Additional Activities

- Invictus Games 2018 School tour guide
- Sports Club volunteering (Soccer and Baseball)
- Taekwondo blackbelt – taking over classes for warm-ups