

# KAYLI HIGASHI

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## PROFILE

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Highly dedicated and passionate artist, who's enthusiasm and leadership skills help the team reach an impressive outcome. Strives for finished artworks that exemplifies creativity and accuracy with every detail. Skilled at problem solving, communication, and organization within a collaborative setting. Driven 3D Generalist artist with a strong interest in hard surface modeling, texturing, and animation.

## EDUCATION

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- ❖ **University of Colorado Denver** . . . . . Aug. 2017 – May 2022  
*Bachelor of Fine Arts in 3D Graphics and Animation, with a minor in Painting and Drawing, Summa Cum Laude, GPA: 3.963*
  - **Organizations:** Sigma Alpha Lambda, Dean's Student Advisory Council, Asian American Student Association, New Student Organization Student Panel, Constance Ahlin Memorial Scholar.
  - **Relevant Coursework:** Hard Surface Modeling, Texturing and Shading, Lighting and Rendering, Environment Production, Character Rigging, Advanced Character Animation, Dynamic Simulation, and Production.

## EXPERIENCE

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- ❖ **Daruma: Capstone and Thesis Project** . . . . . Jan. 2021 – May 2022
  - Collaborated with 5 other classmates to construct a fully rendered 10-minute animated film.
  - Assembled hard surface environmental and hero assets with a layout that has functionality relating towards shot composition, camera work, and character interaction within the spaces.
  - Developed texture designs to accurately represent the time, place, and material commonly found on the models.
  - Delivered 44 shots of character driven animation from blocking to final animated pass.
- ❖ **3D-Animation Teaching Assistant for CU Denver LYNX National Art Camp** . . . . . July 2021 – July 2022
  - Taught 40, 8<sup>th</sup>-12<sup>th</sup> graders on how to create their own characters and animation from the beginning aspects of the animation pipeline for the LYNX National Art Camp.
  - Assisted and observed Professor Brown and Professor Rutland for the use of new 3D programs for students within Maya, ZBrush, Substance Painter, and SculptGL. Provided feedback and encouraged creativity for the students.
  - Achieved teaching students the proper techniques and skills needed to learn the basics of animation and modeling within two weeks. Solved any issues or questions regarding their use of the software.

- ❖ **LYNX Leader for CU Denver LYNX National Art Camp** . . . . . July 2018 – July 2019
  - Collaborated with 5 other staff members to teach, lead, and organize over 100 students.
  - Insured there was structure with outside teambuilding activities and encouraging teamwork through art.
  - Motivated and guided each of the high school students the range of possibilities that animation can hold in their pursuit of a higher education.

## COMMUNITY SERVICE

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- ❖ **Animal Care Assistant Volunteer** . . . . . Feb. 2018 – Present
  - Oversaw the cat department and aided to the overall health and security of the animals living in the shelter.
  - Maintained the well-being of the shelter, while communicating with the patrons at the Dumb Friends League.

## AWARDS AND ACCOLADES

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- ❖ **Sea of Art Film Festival, Honorable Mention: Best Animation** . . . . . June 2022
- ❖ **Group Exhibition, 31 Days, Emmanuel Art Gallery, Denver, CO (Curated by Oliver Herring).** . . . . . Sep. 2019

## TECHNICAL SKILLS

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Maya . . . . .	<i>Expert</i>	Adobe Photoshop & Creative Cloud . . . . .	<i>Experienced</i>
Substance Painter . . . . .	<i>Experienced</i>	Nuke and Arnold . . . . .	<i>Beginner</i>
ZBrush . . . . .	<i>Experienced</i>	Houdini and Unreal Engine . . . . .	<i>Beginner</i>