

H A R U K A S A T O

✉ hereisharuka923@gmail.com

☎ (+81) 080-5726-4463

📁 harukasato.com pass:alohomora

PROFILE

A versatile illustrator with a passion for bringing meaning to designs through artistic interpretation and intellectual reflection. A keen leader with a strong ability to enhance collaboration and alignment through creative processes. Seeking opportunities in concept art for the animation industry. Fluent in English and Japanese.

WORK EXPERIENCE

2023-present Cosmo Project - Background Painter - Tokyo, JPN

CONTRACT Painted the layouts based on the storyboards and the art director's style guide for animated movies and animated shows. Provided prop design and key visuals for the team to reference. Worked on the movie "My Next Life as a Villainess: All Routes Lead to Doom!" and the animated show "Ragna Crimson" and "Ojarumaru" (**Photoshop**).

2023 Eiken - Background Painter - Tokyo, JPN

FREELANCE Painted background art of a nationally well-known animated TV show called "Sazae San" (**Photoshop**).

2021-2023 Juniper Creates - Merchandise Designer - Kanagawa, JPN

CONTRACT Ideated physical products and packaging for manufacturing (Plush toy, Sweater, T-shirt, Blanket, Jewelry, Hat, Sandal, etc.) to express various creator brands (**Illustrator, Photoshop**). Communicated solutions to evolve the company's business model and internal creative processes.

2022 FUNNY MOVIE - Background Artist/Character Designer - Kanagawa, JPN

FREELANCE Worked on background art and character design for the animated YouTube series "Howdy Johnny". Draws concepts for TV commercials (**Photoshop**).

2022 ITEC Entertainment - Environment Color Designer/Painter - Kanagawa, JPN

FREELANCE Constructed a series of vivid color concepts for the VR theme park (**Photoshop**).

PROJECTS AND VOLUNTEER EXPERIENCE

2021-2022 Fast Forward to Forever - Background Artist, 2D short film

2018-2020 Rowdy Rumble - Visual Development/Social Media Coordinator, 2.5D fighting game

Explored and finalized characters, backgrounds, and game UI/UX (**Maya, Premiere, Photoshop**). Spearheaded campaigns on Instagram and Kickstarter and coordinated merchandise production

2019-2020 Let's Eat - Concept Artist, 3D short film

Produced matte paintings and backgrounds for the film (**Maya, Photoshop**).

2018-2019 Centaur Hunter - 2D Animator/End Credit Artist, 2D short film

Animated 6 character shots and 2 effects shots (**Harmony, Premier Pro, Media Encoder**). Composed end credit designs and finalized layouts (**Photoshop**).

EDUCATION

2017-2020 Animation/Illustration, San Jose State University

Bachelor of Fine Art, **GPA 3.4**

President's Scholars Fall 2017, Dean's Scholars 2018, Golden Editing Award 2018

2015-2017 General Studies - Arts and Humanities, Art Illustration, Palomar College

Associates Degree, **GPA 3.8**

SKILLS AND SOFTWARE

Skills *proficient in* (Background Painting, Color Design, Concept Art, Visual Development), *familiar with* (2D Animation, Prop Design), *basic knowledge in* (3D Modeling)

Software *proficient in* (Illustrator, InDesign, Photoshop) *familiar with* (Premiere, Harmony, Procreate, StoryboardPro, Maya), *basic knowledge in* (After Effects)

Featured in YOSHINO ART CONNECT Gallery 2022, The Walt Disney Family Museum (Conserving the Magic of Our Planet: A Virtual Community Art Exhibition 2021), Art of Let's Eat (book) 2020, Social Policy Pipeline Gallery 2018, BRAVURA magazine 2016

Participated in Lightbox 2020, SIGGRAPH Asia in Los Angeles 2019, Student Volunteer SIGGRAPH Asia in Tokyo 2018