

SATOSHI ARAKAWA

Lead Character Artist

sarakawa.99@gmail.com | 858.663.9024 | San Diego, CA
<https://www.artstation.com/artist/sarakawa>

QUALIFICATIONS

- Modeling and texturing in-game assets to polygon/texture budgets established for a specific game & engine
- Interpreting 2D concepts to realized 3D models
- Creating high resolution meshes for organic and hard surface materials
- Proper knowledge of retopologizing and UVing for efficient game ready assets
- Creating textures ranging from hand-painted stylized to PBR realistic materials
- Mentoring junior or fellow artists on pipeline or new software/skills to help them improve
- Helped to establish pipeline for character asset creation

WORK EXPERIENCE

- **Daybreak Game Company** Lead Character Artist Nov 2016 to Present
 - H1Z1 shooter for PC
- **C.G.M.A** 3D Instructor June 2015 to Present
 - Texturing for games
- **Daybreak Game Company** Senior Character Artist Feb 2015 to Nov 2016
 - H1Z1 MMO for PC
- **Sony Online Entertainment** Senior Character Artist April 2014 to Feb 2015
 - Landmark MMO for PC
- **Trion Worlds, Inc.** Senior Character Artist Jan 2011 to July 2013
 - Defiance Shooter MMO for PC, XBOX 360, PS3
- **Sony Online Entertainment** Character Artist March 2004 to Jan 2011
 - Unannounced MMO Title for PC
 - Clone Wars Adventures Online for PC
 - Free Realms Online for the PC
 - Untold Legends 2 PSP

SOFTWARE

- Maya
- 3D Studio Max
- Pixologic Zbrush
- Mudbox
- xNormals
- Knald
- Adobe Photoshop
- Headus UV Layout
- Maxon Bodypaint 3D
- Substance Painter
- Quixel Suite
- Crazybump
- Fayogen
- Marmoset Toolbag
- Daybreak proprietary engine
- Trion proprietary engine

EDUCATION

- **Bachelors of Science**, Media Arts and Animation Art Institute of California, San Diego, 2001-2004
- **Bachelors of Science**, Biochemistry University of California, San Diego, 1996-2000