

TOSHIHIRO SAKAMAKI (Toshi)

3D Asset Generalist

(Modeling / UV / Texturing / Surfacing / LookDev)

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Summary

I have been working as a Modeler and Texture artist for over 20 years in the Film and Commercial industry such as Asylum FX, Digital Domain, Encore, MPC, Method Studios, Pixomond, Psyop in the Los Angeles area. I also worked on Surfacing and LookDev positions for the past 3 years in Encore VFX.

During this period, I have worked on 30 Feature Films, 20 Television Series and more than 50 Television Commercials using a wide variety of software including : Maya, Houdini, Renderman, V-ray, Arnold, Zbrush, Mari, Substance Painter, Photoshop and several minor software.

My educational background includes a bachelor degree in Mathematics at Nihon University in Tokyo, DH institute of media Arts (Private design school) and Life Drawing at Associate in Arts in Los Angeles.

My modeling style is very flexible depending on purpose, using Nurbs, Poly, and 3D sculpt. Also I have been learning Rendering software such as V-Ray, Arnold and Renderman for the past 5 years for LookDev purposes, and I have been studying Unreal Engine for the past 2 years and worked on a few projects as an Asset Artist.

Currently, I am looking for a place where I can work as a freelance or staff in Los Angeles or California Area.

Please let me know if you are interested in.

Thank you so much for taking your time.

Linkedin Profile.

<https://www.linkedin.com/in/toshihiro-sakamaki-b8b9415/>

Demo Reel on YouTube

<https://www.youtube.com/watch?v=0JRFQ9UaSA0>

Portfolio / Work Sample

(*Temporaly here during making my Website.)

https://drive.google.com/drive/folders/1P_Gyo3eYq_3hnFKQBvnaDSkPBUuHHKLt?usp=sharing

Education

04/1999 - 03/2000 :

DH Institute of Media Arts (Santa Monica, CA. U.S.A.)
- 3D Computer Graphics, Motion Graphics and Design.

10/1999 - 01/2000 :

Associate in Arts - Westside (Santa Monica, CA. U.S.A.)
- Traditional Art Drawing. Instructor : Gren Villuppu.

04/1994 - 03/1998 :

Nihon University Science and Technology (Tokyo, Japan)
- Major in Department of Mathematics.
- Computer Programing.
- Geometric Design in 3D.
- Reserching Technology of Artificial Intelligence.

Skills

-Recent Main Software.

3D :

Autodesk **MAYA** / Pixologic-Maxon **Zbrush** / SideFX **Houdini**

2D and Texture :

Substance-Adobe **Substance Painter, Designer, Sampler** / Adobe **Photoshop, Illustlator**

Render :

Autodesk **Arnold** / Pixar **Renderman**

Comp and Edit :

Adobe **AfterEffects, Premiere**

CAD and 3D Printing :

Autodesk **Alias / CHITUBOX**

-Have experience in the past.

3D :

Autodesk **3D Studio Max** / Epic Games **Unreal Engine**

2D and Texture :

Foundry **MARI**

Render :

Chaos **V-Ray**

Comp and Edit :

Foundry **NUKE**

Other Software :

Marmoset **Toolbag** / **SpeedTree** / **TopoGun** / headus **UV Layout.**

Work Experiences

Nov, 2011 - Current : **Freelance 3D/2D Artist**

3D/2D CG, Motion Graphics, Editing, DTP Service and Music Video DP.

Sept, 2024 - Current : **Wakazakura Sushi Restaurant** (Gardena, Torrance CA)

Part time Sushi Chef / Kitchen Help / Dish washer.

Aug, 2024 - May, 2025 : **Sushi Ginza ONODERA** (Hollywood, Los Angeles CA)

Part time Kitchen Help / Dish washer.

Dec, 2024 - Jan, 2025 : **Parliament** (Culver City, Los Angeles CA)

Organic Modeling, UV Layout, Texture, Surfacing, LookDev for SuperBowl Commercials.

Aug, 2020 - Feb, 2023 : **Encore VFX** (Burbank, Los Angeles CA)

Hard Surface and Organic Modeling, UV Layout, Texture, Surfacing, LookDev for TV series.

Oct, 019 - Dec, 2019 : **Harbor Picture Company** (Santa Monica, Los Angeles CA)

Hard Surface and Organic Modeling, UV Layout, Texture for Commercials.

Apr, 2018 - Jun, 2019 : **Pro Unlimited (In the site of Apple Inc.)** (Cupertino, San Jose CA)

Hard Surface Modeling, UV Layout for Apple products and Accessories.

Nov, 2010 - Apr, 2018 : **Digital Artist Agency.** (Venice, Los Angeles CA)

Temp Agency of Digital Artist.

**Please check next page for detail.*

Oct, 2008 - Mar, 2010 : **ASYLUM VFX** (Santa Monica, Los Angeles CA)

Hard Surface and Organic Modeling, UV Layout for Commercials and Film.

Jul, 2008 - Sep, 2008 : **Method Studios** (Santa Monica, Los Angeles CA)

2D Compositing and Rotoscope for Film.

Mar, 2008 - Jun, 2008 : **Motion Theory** (Venice, Los Angeles CA)

2D Compositing and Rotoscope for Commercials and Music Video.

Jan, 2008 - Feb, 2008 : **Logan** (Venice, Los Angeles CA)

2D Compositing and Rotoscope for Commercials.

Sep, 2007 - Jan, 2008 : **ASYLUM VFX** (Santa Monica, Los Angeles CA)

Hard Surface and Organic Modeling, UV Layout for Commercials and Film.

Apr, 2006 - Aug, 2007 : **SWAY** (Culver City, Los Angeles CA)

2D Compositing and Rotoscope for Commercials.

Nov, 2001 - Apr, 2006 : **Alta Vista Films** (Hollywood, Los Angeles CA)

3D Generalist , 2D Compositing and Edit for Commercials.

Jul, 2001 - Aug, 2001 : **525 Studios** (Santa Monica, Los Angeles CA)

Hard Surface and Organic Modeling, UV Layout, Animation and Match Move for Music Video.

***** Digital Artist Agency *****

Aug, 2015 - Aug, 2015

Baked FX (Culver City, Los Angeles CA) - Hard Surface Modeling, UV Layout for Commercials.

Jul, 2016 - Aug, 2016 | Feb, 2016 - Feb, 2016

Carbon VFX (Culver City, Los Angeles CA) - Hard Surface Modeling, UV Layout for Commercials.

Oct, 2016 - Feb, 2017

Digital Domain 3.0 (Playa Vista, Los Angeles CA) - Hard Surface and Organic Modeling, UV Layout for Film.

Dec, 2010 - Feb, 2011

Digital Domain (Venice, Los Angeles CA) - Hard Surface Modeling, UV Layout for Film.

Mar, 2016 - Mar, 2016

Drive Studio (Culver City, Los Angeles CA) - Hard Surface Modeling, UV Layout for TV Shows.

May, 2017 - Jun, 2017 | Sep, 2016 - Oct, 2016

Electric Theatre Collective (Santa Monica, Los Angeles CA)

- Hard Surface and Organic Modeling, UV Layout for Commercials.

Sep, 2017 - Mar, 2018

Encore (Burbank, Los Angeles CA)

- Hard Surface and Organic Modeling, UV Layout, Texture, LookDev for TV Shows

Nov, 2014 - Dec, 2014 | Apr, 2013 - Jul, 2013

Encore Hollywood (Hollywood, Los Angeles CA)

- Hard Surface and Organic Modeling, UV Layout for TV Shows

Jan, 2015 - May, 2015

Fuhu (El Segundo, Los Angeles CA) - Hard Surface and Organic Modeling, UV Layout for Kids Program.

Mar, 2016 - Apr, 2016

Gentleman Scholar (Culver City, Los Angeles CA)

- Hard Surface and Organic Modeling, UV Layout for Commercials.

Jul, 2011 - Oct, 2011

Hammerhead (Sherman Oaks, Los Angeles CA) - Organic Modeling, UV Layout for Film.

Jun, 2017 - Jul, 2017 | Aug, 2015 - Aug, 2015

Logan & Sons (Marina del Ray, Los Angeles CA) - Hard Surface Modeling, UV Layout for Commercials.

Aug, 2016 - Sep, 2016 | Jun, 2016 - Jul, 2016 | Mar, 2014 - Aug, 2014 | Dec, 2013 - Jan, 2014 |
Jan, 2013 - Feb, 2013 | Nov, 2011 - May, 2012 | Mar, 2011 - Jul, 2011

Method Studios (Santa Monica, Los Angeles CA)

- Hard Surface and Organic Modeling, UV Layout for Films and Commercials.

Aug, 2014 - Nov, 2014 | Feb, 2014 - Mar, 2014 | Sep, 2013 - Dec, 2013

Mirada (Marina del Ray, Los Angeles CA) - Hard Surface and Organic Modeling, UV Layout for Commercials.

Dec, 2014 - Jan, 2015

MPC (Santa Monica, Los Angeles CA) - Hard Surface and Organic Modeling, UV Layout for Commercials.

May, 2012 - Jan, 2013

Pixomondo (Santa Monica, Los Angeles CA) - Hard Surface and Organic Modeling, UV Layout for Film.

Jul, 2013 - Sep, 2013 | Oct, 2011 - Nov, 2011

Prologue (Venice, Los Angeles CA)

- Hard Surface and Organic Modeling, UV Layout for Films and Commercials.

Jun, 2015 - Aug, 2015

PSYOP (Venice, Los Angeles CA) - Hard Surface and Organic Modeling, UV Layout for Commercials.

Jan, 2014 - Feb, 2014

The Mill (Culver City, Los Angeles CA) - Hard Surface and Organic Modeling, UV Layout for Commercials.

Aug, 2015 - Jan, 2016

Uncharted Territory (Studio City, Los Angeles CA) - Hard Surface Modeling, UV Layout for Film.

Jul, 2017 - Aug, 2017 | Apr, 2016 - Jun, 2016 | Jan, 2016 - Feb, 2016

Zero VFX (Venice, Los Angeles CA) - Hard Surface Modeling, UV Layout for Film

Mar, 2017 - April, 2017

Zoic Studios (Culver City, Los Angeles CA) - Hard Surface and Organic Modeling, UV Layout for TV Shows.

Films

2021

Copshop (Encore VFX) - Modeling, Texture, LookDev of Hard surface.

2018

Tomb Raider (Zero VFX) - Modeling of Props in Island shot, and Cave Door.

2017

Spider-Man : Homecoming (Digital Domain)

- Modeling of Vulture' s Costume, MotorCycle, and Firefighter Boat.

2016

True Memoirs of an International Assassin [Netflix] (Zero VFX)

- Modeling of Helicopter, Hero body (Kevin James) and his Cloth.

Ghostbusters (Zero VFX)

- Modeling of Old Man Goast in the NY Subway shot, and his Cloth.

Independence Day : Resurgence (Uncharted Territory)

- Modeling of Air Fighter, Bomber, Enemy' s Air Fighter and Mother Ship.

2015

San Andreas (Method Studios)

- Modeling of Buildings in LA shot.

2014

Guardians of the Galaxy (Method Studios - uncredited)

- Modeling of Environment.

2013

Star Trek Into Darkness (Pixomondo - uncredited)

- Modeling of Air Bus / Ship.

Oblivion (Pixomondo)

- Modeling of Space Ship, Bubble Ship, Pods, Environment.

Iron Man 3 (Method Studios)

- Modeling of Props.

Hansel & Gretel : Witch Hunters (Hammerhead)

- Modeling of Witch' s Body and innards, Men' s body.

2012

Wrath of the Titans (Method Studios)

- Modeling of Kronos and Kronos Chamber Environment.

2011

Mission : Impossible - Ghost Protocol (Prologue - uncredited)

- Modeling of Opening Sequence.

Captain America : The First Avenger (Method Studios - uncredited)

- Modeling of Props.

Transformers : Dark of the Moon (Digital Domain)

- Modeling of Soundwave, Brains and Osprey.

2010

Unstoppable (Asylum VFX)

- Modeling of Diesel Train and Cargo Vehicle.

The Sorcerer's Apprentice (Asylum VFX)

- Modeling of Chinese Dragon, Iron Bird, Dragon Ring, Apartment Building and Subway Train.

Killers (Asylum VFX)

- Modeling of Helicopter, Fire Hydrant.

Alice in Wonderland (Asylum VFX - uncredited)

- Modeling of Ending Sequence.

2009

Gentlemen Broncos (Asylum VFX - uncredited)

- Modeling of Props.

G-Force (Asylum VFX)

- Modeling of Opening Sequence and Title Logo.

Transformers : Revenge of the Fallen (Asylum VFX - uncredited)

- Modeling of Props.

The Taking of Pelham 123 (Asylum VFX - uncredited)

- Modeling of Subway Train.

Terminator Salvation (Asylum VFX)

- Modeling of T-600 in LA shot, Destructed LA Town and Griffith Observatory.

Duplicity (Asylum VFX - uncredited)

- Modeling of Props.

Confessions of a Shopaholic (Method Studios - uncredited)

- 2D Compositing and Rotoscope.

2008

Bedtime Stories (Asylum VFX - uncredited)

- Modeling of Opening and Ending Sequences.

The Curious Case of Benjamin Button (Asylum VFX - uncredited)

- Modeling of Boat, Submarine and Drowned Body.

W. (Method Studios)

- 2D Compositing and Rotoscope.

2007

National Treasure : Book of Secrets (Asylum VFX)

- Modeling of City of Gold Environment and Balance Chamber.

Pirates of the Caribbean : At World's End (Asylum VFX)

- Modeling of Prop Ships.

TV Programs

2023

Dead Boy Detectives (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Pretty Freekinn Scary (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

2022

The Afterparty (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Doom Patrol (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Minx (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Monarch (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

NCIS : Hawaii (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Seal Team (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Villains of Valley View (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Winchesters (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

2021

Doom Patrol (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Supergirl (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

The Flash (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

GenZeroes (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Just Beyond (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

Virgin River (Encore VFX)

- Modeling, Texture, LookDev of Hard surface.

2018

DC's Legends of Tomorrow (Encore VFX)

- Modeling, Texture, LookDev of ATOM and Props.

Supergirl (Encore VFX)

- Modeling, Texture, LookDev of Props.

The Flash (Encore VFX)

- Modeling, Texture, LookDev of Props.

Titans (Encore VFX)

- Modeling, Texture, LookDev of Robin, Raven and Props.

2017

The Orville (Zoic Studios)

- Modeling of Space Ships

2013

Under the dome (Encore Hollywood)

- Modeling of Props.

Oxygen (Encore Hollywood)

- Modeling of Props.

Ray Donovan (Encore Hollywood)

- Modeling of Props.

Lab Rats (Encore Hollywood)

- Modeling of Props.

Liv & Maddie (Encore Hollywood)

- Modeling of Props.

Music Video

2026

Wendy (Japanese Band) : **Rock My Heart** (January 2026 Release)

- DP of Los Angeles Shooting

2023

Wendy (Japanese Band) : **Chace Song**

- DP of Los Angeles Shooting

2008

Weezer : Pork and Beans (Motion Theory)

- 2D Compositing and Rotoscope

2001

Perry Farrell : Song Yet To Be Sung (525 Studios Santa Monica)

- Modeling and Animation of Birds.

Link'in park : In The End (525 Studios Santa Monica)

- Modeling of Main Tower and Environment / Background Match Move / Camera Tracking.

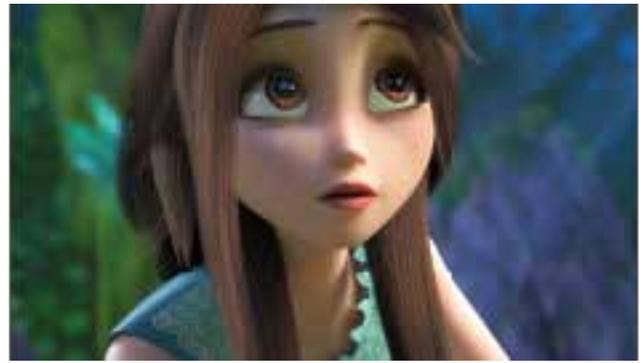
Commercials

21st Century Insurance	Disney	LG	San Manuel Casino
AdCouncil	Dr Pepper	MayTag	SanRafael
American Idol	Exxon	McDonald' s	SONY
Apple	Flex Your Power	Mezzo Djarum	State Farm Insurance
Barclay' s	Gatorade	Microsoft	Subaru
Blackberry	General Electric	Nascar	Target
Boeing	Great Western Railway	NetFlix	TECATE
Boost Mobile	HALO 3: ODST	Nike	TOYOTA
Cadillac	Halo 4	Nintendo	Tylenol
Call of Duty	Hershey's Kisses	NISSAN	US Bank
Canon	HONDA	O2 Mobile	US Open
Capital One	Horseshoe Casino	Old Navy	Verizon
Casio G-Shock	Jack In The Box	OscarMayer	VIZIO
Chevrolet	KFC	Pontiac	Weber
Continental Airlines	Lamosa	Propel	Yoplait
Cricket Wireless	Lay' s	P&G	
Cub Cadet	League of Legends	Redbull	
Direct TV	Lexus	Rise of Tyrants	

Organic Modeling Sample



Character and Environment - Maya, Zbrush.
Texture - Mari



Character and Environment - Maya, Zbrush.
Texture - Mari



Titans : Character - Maya, Zbrush.
Texture - Mari



Oblivion : Environment - Maya, Zbrush.



Ghostbusters : Character- Maya, Zbrush.



Terminator Salvation : Replacement - Maya, Zbrush.



Terminator Salvation : Replacement - Maya, Zbrush.

Hard Surface Modeling Sample



Casio G-Shock : Product - Maya.



Casio G-Shock : Product - Maya.



Spider-Man : Homecoming : Character - Maya.



Independence Day Resurgence : AirFighter - Maya.



Oblivion : AirCraft - Maya.



Transformaers Dark of the moon : Robot - Maya.



Terminator Salvation : Replacement - Maya.



Halo 4 : Vehicle and Environment - Maya.