

# Daniel Inouye

Animation | 3D Modeling

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## Portfolio:

[danielminouye.com](http://danielminouye.com)



/in/daniel-inouye1226

## Technical Skills

Adobe Suite

- Adobe After Effects
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere

Modeling and Assets

- Maya
- Unity
- Substance Painter

Web Development

- HTML5
- CSS3
- JavaScript

Project Management

- Slack
- Basecamp

Other

- Clip Paint Studio
- Twine
- Paint Tool SAI

## Hobbies

- Drawing and Painting
- Cosplay
- Gaming
- Cooking
- Set Design

## Education

Washington State University Vancouver

- Bachelor of Arts in Digital Technology & Culture
  - Game Studies & Design Certificate
- August 2017- December 2019

## Experience

### VanParksVision, City of Vancouver Parks and Recreation

Aug - Dec 2019 - Content Co-Team Lead | Graphics Lead

<http://dtc-wsuv.org/projects/vanparksvision/>

-A mobile app that uses augmented reality to envision two upcoming Vancouver, WA city parks-

- Oversee all production of assets for VanParksVision app
- Develop 3D assets and UV maps for AR visualizations
- Illustrate 2D assets for interactive maps

### Brand Book for Eduardo Kac

May 2019 - Content Team Member

<http://danielminouye.com/wp-content/uploads/2020/04/Kac-Project-Proposal.pdf>

-A proposal to redesign the brand and website for international artist Eduardo Kac.-

- Designed repeatable hierarchy for each work
- Curated all broken images and links on existing website
- Created example page for existing work

## Maestro

December 2019 – Set Designer, Modeler

-A VR adapted game designed around the idea of a looping sound board to mix music and sounds-

- Designed a VR ready space for interactive play
- Developed 3D models intended for a game environment
- Create interactable and hard edged fully textured models