

Marii Yoshida

949-231-2219 yoshidamarii@gmail.com

PORTFOLIO - https://issuu.com/yoshidamarii/docs/2024_3dmarii_portfolio

SUMMARY STATEMENT

An experienced designer with a passion for exploring a wide range of design opportunities in to create a visually exciting and stunning visuals. My approach is deeply rooted in an understanding of user and audience experience, allowing me to research, communicate, and create visually compelling designs and images that forge emotional connections. I enjoy and have extensive experience working and collaborating with others as part of a team or a leader, and am equally motivated when working independently to bring new ideas to life.

PROFESSIONAL EXPERIENCE

Production Designer

Sept. 2020 - Dec 2022

AR Theater: A Most Favored Nation

- Responsible for designing AR play using Maya, Unreal Engine for AR portions and simultaneously work with other design departments such as lighting and props for the "real life" set.
- Worked under a fast-paced, live theater schedule while learning and utilizing new technologies.
- Project selected to present at SIGGRAPH Asia 2022 in Daegu, Korea and showcased and talked through our work with attendees and panelists.

Production Design

February 2023 - May 2023

Short Film : Your Room is Ready

- Responsible for designing and managing artistic team for short film: Your Room is Ready - Done through UCLA Film Collab that played in LA International Film Festival
- Communicated with Directors, Producers, and other Designers to smoothly support film from pre-production
- Specific work includes: creating prop lists, designing prop, selecting paint colors/color story, emailing and scheduling art team.

Unreal Engine Animator

Aug. 2023 - Nov. 2023

Projections for Dance Show : Hip Hop Nutcracker

- Worked closely with projection designer Hana Kim to create projected animations and images using Unreal Engine 5. 3D modeling in done in Maya.
- Hip Hop Nutcracker had a US tour during the holiday season that required exciting projection designs to match the atmosphere and style of the dance show.
- After receiving overall direction and quick sketches from the designer and director, I would render designs that are closely aligned with their vision as well as proposing new ideas that would work seamlessly within the show.

Freelance Set Designer

2019 - Present

- Theatrical Set Designer for multiple shows such as SuperAmerica (2022), Time of Your Life (2023), Associate Design for Arms and the Man (2021)
- Responsibilities include - designing, drafting, creating paint samples, creating scale models, communicating and building in scenic shop, working with set design assistant.

SKILLS

Unreal Engine 4 & 5
Maya
Substance Painter
Model Making

Adobe Photoshop
Adobe Illustrator / Indesign
Film Production Design
Scenic Painting

Zbrush
Basic UE5 Animation
Adobe Premiere
Rhino

EDUCATION

Master of Fine Arts - University of California - Los Angeles

Major: Production Design for Film - Expected graduation June 2024

Bachelor of Arts - University of California - Los Angeles

Major : Scenic Design - Sept 2017 - June 2021