

Koichi Nakai
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Portfolio- www.nakaikoi.com

Summary

A recent graduate from New York University's Center for Advanced Digital Application (CADA) working at Manhattan Center Studios as a video editor/ VFX artist. Looking for opportunities to improve skills and expand professional network.

Education

New York University, New York, NY
Masters of Science Degree Digital Imaging and Design, May 2008
Concentration: 3d Generalist/ Technical Directing

Seton Hall University, South Orange, NJ
Bachelor of Arts Degree Communication, May 2006
Concentration: Graphic Design

Software Knowledge

3ds Max, Maya, XSI
After Effects, Photoshop, Illustrator, Boujou, Zbrush
Avid Media Composer

Skills

Strongest in Lighting and Rendering (Mental Ray), Modeling (Both Organic and Rigid), Compositing
Strong in 3d & 2d tracking, texturing, animation
Other Skills in video editing, some rigging using off the shelf tools, some dynamics experience

Work Experience

Video Editor/ Visual Effects Artist

Manhattan Center Studios

September 2008 - Present

Created promo reel for Manhattan Center and worked on re-branding the company
Directed and produced over 40 video projects for 40 consecutive weeks for "Lovin' Life Ministries"
Shot and edited events at the Hammerstein Ballroom and The Grand Ballroom

Contract 3d Visual Effects

The Brigade

January 2008 - May 2008 (5 months)

Completed over 15 live action visual effects shot within three weeks
Large CG Dominoes were modeled, tracked, dynamically animated, rendered, and composited on live action plates using Boujou, After Effects, and 3d Studio Max

Contract 3d Visual Effects

Thingee Corporation

April 2006 - January 2008 (1 year 10 months)

Created 3d visualizations of howitzers for Picatinny Arsenal using 3ds Max, Mental Ray, and After Effects
Created 3d visualizations for pharmaceuticals using 3ds Max, Mental Ray, and After Effects