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Cesar Daniel Kobashikawa

PROFILE

- Solid background in Graphic Design, UI/UX Design and the Arts.
- Experience in developing and leading interactive projects.
- Ability to work in multidisciplinary teams to meet deadlines.
- Strong communication skills.
- Sixteen years of experience in graphic design, multimedia, video, print, web design and user interface art and user experience design.

WORK EXPERIENCE

Amazon Game Studios – San Diego, CA

UI – 2D Artist / UX Designer   03/2018 – present

- Define the "look and feel" of the game.
- Establish game's 2D visual identity.
- Create mock-ups and interactive prototypes for the in-game systems.
- Create logos and branding elements.

Daybreak Games Company – San Diego, CA

Senior Artist / UI – 2D Artist   02/2015 – 03/2018

- Established the User Interface style-guide for 'H1Z1 King of the Kill'.
- Created logos and symbols for the game's visual identity branding.
- Created and implemented mock-ups for the in-game user interface.
- Created 2D Animations, visual FX and UI transitions.

Sony Online Entertainment – San Diego, CA

Senior Artist / UI – 2D Artist   04/2009 – 02/2015
Interactive Artist II / UI Artist   10/2006 – 03/2009

- Defined and conceptualized the "look and feel" of in-game user interfaces.
- Created compositions and layouts for user interfaces, using my experience in visual art principles and a user-centered approach.
- Created 2D Animations, visual FX and transitions.

Indiana University – Bloomington, IN   08/2004 – 05/2006

Associate Instructor of Video Field Production / Post Production

- Assisted and evaluated college students in their video projects.

EDUCATION

Indiana University – Bloomington, IN   08/2006
Master of Science Immersive Mediated Environments

Universidad de Lima - Lima, Peru   07/2004
Licentiate of Communications / Summa Cum Laude

Toulouse-Lautrec Institute - Lima, Peru   05/2001
Curso Master in Multimedia and Web Design / Top of the Class

Universidad de Lima - Lima, Peru   12/1999
Bachelor of Communications / Graduated with Honors

Certificate Programs
UCSD Extension – San Diego, CA   2014-present
Art and the Creative Process

GAME TITLES

- **H1Z1 'King of the Kill'** (2016)
- **H1Z1** (2015)
- **EverQuest Next Landmark** (2013-2014)
- **Planetside 2** (2011-2013)
- **DC Universe Online** (2010)
- **Clone Wars Adventures** (2010)
- **FreeRealms** (2008-2009)

KNOWLEDGE

Graphic Design
Adobe Photoshop
Adobe Illustrator
Adobe In Design
FontCreator

Interactive Design
Adobe Animate - Flash
Adobe Dreamweaver

Prototyping
Axura

Animation
Adobe Animate - Flash
Adobe Dreamweaver
Adobe After Effects
Particle Illusion

3D
Cinema 4D
SketchUp
Maya

Post – Production
Adobe Premiere
Adobe After Effects
Final Cut Pro

Code
HTML, CSS, Java, Java Script,
Action Script.

Projects are available at
http://www.cesartwork.com