

KUNITAKE AOKI

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wasurete.com

SUMMARY

Aoki has been in art director position in several video games in major gaming companies, Nintendo and Sega. His expertise covers all-around video game art creation from proto-typing to polishing in both 2D and 3D. He shows his leadership to inspire a team with his artistic skill set and technical knowledge. His passion always gears towards making fun games for all ages. He keeps positive energy to strive for it. He also is an educator to pass his knowledge to the new generation.

- Unity with C#
- Character Design
- Gamification
- Management
- Leadership
- Production Pipeline
- Concept Art
- Photo-Shop
- Education
- Self-motivated
- Storyboard
- UI/UX Design
- Animation
- VR Design
- Japanese

KEY PRODUCTS

- [Mario vs. Donkey Kong](#)
- [Sonic the Hedgehog 3](#)

WORK EXPERIENCE

STEAM for Teens, Redmond, WA

2017 – Present Owner, Curriculum Designer, Instructor

<http://steamforteens.com/>

Chronos Global Academy, Seattle, WA

2016 – Present VR Curriculum Designer, Unity Class Instructor

<http://chronosglobalacademy.org/>

STEM Paths for kids, Bellevue, WA

2015 – 2017 Curriculum Designer, Lead Instructor

<http://www.stempathsforkids.com/>

Studio Volt, Kirkland, WA

2015 – Present Freelance Artist: Unity Prototype Creator, Digital Artist

<http://www.studiovoltz.com/>

NINTENDO SOFTWARE TECHNOLOGY, Bellevue, WA

2001 – 2014 Principal Artist, Lead Artist, Senior Production artist

SEGA, San Francisco, CA and Tokyo, Japan

1987 – 2001 Art Director, Senior Artist, Junior Artist

EDUCATION

Design Management, Tokyo Zokei University, Tokyo, Japan

INDEPENDENT PROJECTS:

The Switch (iOS and Android): Producer

<https://itunes.apple.com/us/app/the-switch-dodge-em-all-lite/id954730719?mt=8>

ARCRIDER, ARCRIDER DX (iOS and Android): Solo project

<https://itunes.apple.com/us/app/arcriderdx/id948482563?mt=8>