

# KENTARO YAJIMA

Concept Artist for Storytelling Environments

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## Experiences

### Beaudry Interactive, Burbank CA

- *Visual Design Intern (June- November 2022)*

- Involved in numerous projects, from exhibitions to cruise ships.
- Created final graphic artwork displayed to the public.
- Communicated with other departments closely and adjusted art assets as necessary.
- Produced various options at every design process, from composition to color scheme.
- Participated in weekly meetings with clients and brainstorming sessions for projects.

### Disney Parks, Live and Entertainment, Orland FL

- *Art and Design Intern (January-April 2020)*

- Sketched and painted illustrations for an advertisement for a public event.
- Designed props for a character greeting experience inside the parks. Each form and color reflects the features of the character.
- Designed graphics and patterns on props for the stage show on a cruise ship.
- Organized and built files for internal use to make workflow smooth.
- Designed weekly posters with quotes for internal use.

### Walt Disney Imagineering, Glendale CA

- *Creative Designer Intern (May-August 2018)*

- Sketched variations of a full isometric view of inside of attractions with different IPs.
- Organized PowerPoints for internal presentations to pitch ideas for theme park.
- Designed environments and props for a proposed c-ticket attraction and a children's hospital project, reinventing public places with Disney IP for child patients.
- Participated in brainstorming sessions for upcoming projects.
- Made a 3d model for mock-up space.

## Award

### Walt Disney Imagineering's Imaginations Design Competition 2018, Third Place

- Worked as a team leader, managed three people.
- Managing the team's schedule, tasks, and creative direction.
- Developed story for the themed resort with other team members.
- Designed and sketched ride vehicle, ride system, props, and architecture.

## Education

### Savannah College of Art and Design, Savannah GA

- *(September 2020-)*

- M.F.A Themed Entertainment Design (Candidate)

### Otis College of Art and Design, Los Angeles CA

- *(August 2016- May 2019)*

- B.F.A. Digital Media- Game and Entertainment Design, Concept Art focus

## Skills

**Software:** Photoshop, Illustrator, InDesign, AfterEffects, AutoCAD, Maya, Rhinoceros, Revit, Sketchup

**Language:** Japanese, English

## Volunteering

### TEA Summit & TEA Thea Awards Gala, Anaheim CA

- *(April 2019)*