

Moe Katakura

Visual development / 3D generalist

email moekatakura@alum.calarts.edu

portfolio <https://moekatakura.wixsite.com/portfolio>

EXPERIENCE

07/2024 — current

3D Generalist Artist / Vis Dev | **Freelance LA USA**

-Warrior Art Camp Jan 2026 - current

- Online Blender course lecturer

-Quiet Express (indie game) Nov 2025 - current

- Designed Multiple Characters
- Produced 3D models/ lookdev with Unity

-Platonica Space (indie game) Jul 2025 - current

- Designed environments/Characters
- 3D modeling / lookdev with Unity
- Directed the release trailer
- Directed the Music Videos

-Across the Border (animated short film) Dec 2024 - Jul 2025

- Directed whole production, hire/audition clue.
- Managed the full 3D animation pipeline, from design and modeling through animation and compositing.

06/2022 — 07/2024

3D Generalist Artist | **Production +h Japan**

-Dead Dead Demon's Dededede Destruction (TV/feature animation)

- Handled look development and shot composition.
- 3D modeling for BG/characters
- Rigged 3D characters and props for animation.
- Developed layouts based on provided storyboards using 3D models.
- 3D Animation for characters, robots, vehicles, and effects, including physics simulations.
- Worked closely with the director, 3D lead, art director, and storyboard revisionist with weekly reports for feedback and revisions.

01/2023 — 07/2023

3D Texture Artist | **Magic Machine Online**

-Forgotten Rune

- Developed textures for provided 3d character models.
- Worked closely with the direction team to implement feedback

SOFTWARE

- Clipstudio
- Blender
- After Effects
- Premiere Pro
- 3ds Max
- Maya
- TVpaint

SKILL

- Color
- Character Design
- Prop Design
- 3D fundamental
- Traditional Art

Fluent in
Japanese/English