



YOSHI SAKAGUCHI

ARTISTIC IMAGINEER

CONTACT

4009 Samuel Circle
Maryville, Tennessee 37804
yoshi.sakaguchi@gmail.com
www.yoshisakaguchi.com
yoshigraphix.github.io

SKILLS

Photoshop, Illustrator, After Effects, Animate, Premiere Pro, Audition, Firefly, Spine, Blender, 3D Studio Max, macOS, Windows, Vectary, Trello, Jira, Affinity Suite

EDUCATION

Bachelor of Fine Arts
Northern Illinois University
DeKalb, IL
Studies: Electronic Media,
Timed Arts & Graphic Design

HOBBIES

Pickle ball, disc golf, time with family, hiking, dog parks

OBJECTIVE

Distinguished and dynamic graphic artist with over two decades of expertise in motion graphics, video production, and graphic design. Eager to apply extensive proficiency in industry-standard design software and multimedia tools to create compelling communication assets for diverse stakeholders.

EXPERIENCE

Graphic Designer & Game Artist | Tynker, Remote 2020 - 2023

- Created engaging marketing materials and hero art for landing pages, enhancing user engagement and brand visibility.
- Produced educational videos and tutorials, effectively communicating complex concepts to a diverse audience.
- Collaborated with cross-functional teams to ensure the alignment of design deliverables with project objectives.

Contract Graphic Artist | Jackbox Games, Remote 2020

- Delivered high-quality art assets for games, contributing to the success of multiple game releases.
- Produced captivating social media and marketing graphics, driving user acquisition and engagement.

Lead Production Graphic Artist | Jellyvision, Hybrid 2011 - 2020

- Led the production of animated content for B2B projects, consistently exceeding client expectations for quality and creativity.
- Developed visual mockups for interactive web environments, applying brand guidelines to enhance user experience.

Lead Game Designer | Webfoot Technologies, Lemont, IL 2009 - 2010

- Led GUI design for multiple games, ensuring intuitive user interfaces and seamless gaming experiences.
- Managed contracted work and designed engaging minigames and platforming stages.

Lead Production Artist | Horseland, Chicago, IL 2006 - 2009

- Produced art, mini-games, and web content for a popular MMO website, enhancing user engagement and retention.
- Leveraged design tools and software to create visually appealing and immersive online experiences.

Lead 3D Modeler | Westcreek Studios, Frankfort, IL 1999 - 2006

- Created intricate models, characters, and sets for nationally televised movies, contributing to the success of acclaimed productions.
- Trained new employees and developed innovative rendering techniques, optimizing workflow efficiency and quality.

Internship | Atomic Imaging, Chicago, IL 1998

- Created compelling 3D animations and visual projects for various clients, gaining valuable hands-on experience in 3D animation.