

## **VFX / Senior FX Artist**

### **Masakazu Murakami**

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<http://www.masa-vfx.com/>

<https://vimeo.com/masavfx>

<https://oideyasu-houdini.blogspot.com/>

## **OBJECTIVE**

To obtain full time/staff position for feature films with a creative company that utilizes my skills, and to expand my career opportunities as a lead, supervision positions.

## **DESIRED POSITIONS**

- CG supervisor: supervise 3D department
- Effect TD/Lead: Fluid, particles, Rigid body, cloth simulations
- Compositor: intermediate position
- Game FX Artist
- Printing design : flier, business card, poster, design Card

## **SKILLS**

Platform: WINDOWS10, Linux

Primary softwares:

Houdini, Nuke, Flowline, 3D Max, Maya, Houdini, After Effects, Adobe Photoshop

Secondary softwares:

Houdini, Adobe Photoshop , Premiere, Flowline, Maya , 3D Max 2009, Z Brush3.0, DreamWeaver 8

(the order goes by my priority softwares)

Traditional Skills

Storytelling, Storyboard, Traditional Animation (Cartoon drawing), sculpting, Life drawing, Quick sketch

## **EDUCATIONS**

**Platt College San Diego (Oct, 2007)** - Bachelor of Science in Media Arts/3D graphics

**Santa Monica College (2005)** - Associate of Art in 3D Computer Animation

**Academy of Entertainment Technology (2004)** - Certificate of 3D character animation

**Asahi Computer School (1999)** - Interactive design

## External links

- [Yu Yu Hakusho SFX Artist Interview: Masakazu Murakami on new Netflix drama \(12/27/2023\)](#)
- [imdb link](#)
- [Linkedin link](#)

## EXPERIENCES

Senior FX Artist (March, 2023 - July, 2024)

Employment: Stormborn Studios, Vancouver

project: HBO Max "The Penguin (2024)"

project: Netflix "Yu Yu Hakusho (2023)"

Senior FX Artist (May, 2023 - May, 2023)

Employment: Anima, Japan

project: Game trailer "Monster strike - Lucifer Advent (2023)"

Senior FX Artist (September, 2022 - October, 2022)

Employment: Twenty-eleven, Japan

project: TV CM "Moderna (2022)"

Senior FX Artist (May, 2022 - July, 2022)

Employment: Megalis VFX, Japan

project: Netflix "Oni:Thunder God's Tale (2022)" - Annie Awards: 2wins and Emmy

Awards: 2wins

Senior FX Artist (October, 2021 - April, 2022)

Employment: Stormborn Studios, Vancouver

project: Apple TV "Five Days at Memorial (2022)" - VES Awards: 1 win and Emmys

Awards: 1 win

Senior FX Artist (September, 2021 - October, 2021)

Employment: ScanlineVFX, Vancouver

project: "Moonfall (2022)"

Senior FX Artist (May, 2021 - August, 2021)  
Employment: Stormborn Studios, Vancouver  
project: Netflix "LOCKE & KEY Season 2 (2021)"

Senior FX Artist (June, 2020 - March, 2021)  
Employment: ScanlineVFX, Vancouver  
project: "ETERNALS (2020)"

Senior FX Artist (Nov, 2019 - May, 2020)  
Employment: DNEG, Vancouver  
project: "Dune (2020)"

Senior FX Artist (Jun, 2019 - Aug, 2019)  
Employment: ScanlineVFX, Vancouver  
project: "The rescue (2020)"

Senior FX Artist (Mar, 2019 - Jun, 2019)  
Employment: Method Studios, Vancouver  
project: "SNOWPIERCER (2019)"

Senior FX Artist (Feb, 2019 - Mar, 2019)  
Employment: ScanlineVFX, Vancouver  
project: "Game of Thrones - season 8 (2019)"

Senior FX Artist (Jan, 2019 - Jan, 2019)  
Employment: NHK, Japan  
project: "Life of Dinosaurs (2019)"

Senior FX Artist (Nov, 2018 - Dec, 2018)  
Employment: Shirogumi, Japan  
project: "Fukushima 50 (2020)"

Senior FX TD (Oct, 2018 - Nov, 2018)  
Employment: MEGALIS, Japan  
project: "Kuru (2018)"

Senior FX TD (Sep, 2018 - Oct, 2018)

Employment: N-design, Japan

project: "Diner (2019)"

Senior FX Artist (Feb, 2017 - Aug, 2018)

Employment: Method Studios, Vancouver

project: "The New Mutants(X-MEN) (2019)"

project: "Fantastic Beasts: The Crimes of Grindelwald (2018)"

project: "Thor: Ragnarok (2017)"

Senior FX Artist / digital compositor (June, 28th, 2016 - Jan, 2017)

Employment: Digital Domain 3.0, Vancouver

project: "Power Rangers (2017) "

Senior Effects TD / Nuke compositor (June, 28th, 2015 - April, 2016)

Employment: ScanLine VFX, Vancouver

project: "Ben-Hur (2016) - Compositor"

project: "Independence Day: Resurgence (2016)" - Effects TD

project: "Miss Peregrine's Home for Peculiar Children (2016)" - Effects TD

project: "Batman v Superman: Dawn of Justice" - Effect TD / compositor

Senior Effects TD (Feb, 26th, 2012 - June, 28th, 2015)

Employment: ScanLine VFX, Vancouver

project: "In the Heart of the Sea"

project: "San Andreas"

project: "Fast & Furious 7"

project: "The Hunger Games: Mockingjay - Part 1"

project: "Captain America: THE Winter Soldier"

project: "300: RIse of an Empire"

project: "Pompeii"

project: "Man of Steel"

project: "Iron Man 3"

project: "A Good Day to Die Hard"

Effects TD (October 2009 - Feb 2012)

Employment: ScanLine VFX, LA

project: "Battleship"

project: "Journey2"

project: "Immortals"

project: "SUPER8"

project: "Gulliver's Travel" and AWN's article

Effects TD (March, 2009 - August, 2009)

Employment: ScanLine VFX, Munich, Germany

project: "2012"

Effects TD: simulation (Feb, 2008 - Nov, 2008)

Employment: ScanLine VFX, Los Angeles

project: "The Chronicles of Narnia 2 - Prince Caspian" and "U-900"

Effects animator (Feb, 2005 - Jan, 2006)

Employment: NGTV

Web designer (October, 2005 - Present)

Freelance for Premiere Data Technology, Asakuma restaurant and Chaya restaurant

TV commercial editor (June and July, 2005)

Freelance for Premiere Data Technology

Card designer (December, 2005)

Freelance for Yabu Restaurant advertising

Game background designer of Play Station 2 "Yoshitune Eiyuhden" (July-October, 2004)

Freelance for From Software

A pamphlet Designer (July, 2004)

Freelance for Theatrical Company "Nigi"

Lab Assistant at Santa Monica College (October, 2003 and October, 2004)

Employment: Santa Monica College

Sales in specific hardware parts store (2000)

Selling PC hardware parts, supporting customers troubles, administrating products

Employment: I-O DATA

3DCG Art Museum Contest Award (with Lightwave3D, 1999)

## REFERENCE

### **Scott Miller, Studio Manager**

Scanline VFX, Los Angeles, USA

[scott.miller@scanlinevfx.com](mailto:scott.miller@scanlinevfx.com)

### **Goran Pavles, Owner / VFX Supervisor**

Stormborn Studios Inc.

744 West Hastings stree, suite 501

Vancouver, BC, CANADA, V6C 1A5

<https://www.stormbornvfx.com/>

### **Daniel Perez Ferreira / VFX Supervisor**

MEGALIS

<https://megalisvfx.com/>