Kira Shinoda

3D Animator

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Projects

Animator | *Trip The Light*

VR Dance Instruction Game | **July 2025 – Current**

- Clean dance mocap for use in Rhythm Challenge game mode
- Hand-key dance moves for use in Rhythm Challenge
- Jointly choreograph dances to songs in Rhythm Challenge
- Clean miscellaneous mocap gestures for use throughout the project
- Hand-key gestures to match voiceover for use throughout the project
- Clean mocap and hand-key animation for use in marketing materials
- Animate lipsync for voiceover

Animator | Art Producer | *Remanence*

First-person Souls-like | **Sept. 2023 – Dec. 2024**

- Collaborated with twenty-one people throughout the project
- Concepted attack movement for first-person character using real-life reference
- Animated 30+ unique player animations using Autodesk Maya
- Assisted with animation of tank-enemy using Autodesk Maya
- Jointly managed scheduling for major milestones across the art team
- Created and organized documents for task-management
- Published the game on Steam

Program Experience

- Autodesk Maya
- Unreal 5
- Unity 6
- Git and Github

Education

Bachelor of Fine Arts:
Digital Art and Animation

- DigiPen Institute of Technology
- Graduated April 2025