



# ASAKA FUKUDA

concept artist

asakaf.com  
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## EDUCATION

Art Center College of Design  
BS in Entertainment Design  
Class of 2018

- Provost's List
- Honors Graduate

## SKILLS

### Digital

Adobe Photoshop  
Adobe Illustrator  
Adobe After Effects  
Adobe InDesign  
Google Sketchup  
Keynote  
Vroid 3D

### Traditional

Hand sewing  
Machine sewing  
Clay modeling  
Woodworking  
Power tools

### Languages

English  
Japanese

## EXPERIENCE

NBCUniversal  
Toy Design Intern  
June - Aug 2018

- Collaborated with partners like Mattel, Jada Toys, and Build-A-Bear to ensure toys are true to the Universal brand, conceptualized for new toy pitches and for films in production in IPs that are drastically different from each other.
- Managed time and schedule in a fast-paced work environment, juggling 10+ projects every week, in addition to adapting quickly to new processes and type of work, within the toy industry.
- Some of the NBCUniversal properties I had the opportunity to work with:



Sol Effects Enterprises  
Graphic Design Intern  
June - Aug 2017

- Designed skateboards, wheels, and packaging graphics using Photoshop and Illustrator.
- Worked directly with the marketing manager in order to tailor artwork to specific target populations.

Art Center College of Design  
TA for Advanced Perspective  
Sept. - Dec. 2018

- Assisted teaching a course in theme park design using digital traditional media in combination with Google Sketchup.
- Held administrative roles of maintaining student grades. Troubleshooting machines and contributed to providing a seamless and efficient work environment.

TA for Entertainment Sketchbook  
June - Aug 2017

- Assisted in teaching plein-air sketching course with focus on polishing drawing skills in traditional artistic media.
- Adapted to draw quickly and efficiently, as well as communicate clearly and giving advice and assistance according to each student's levels and specific needs.