

Mina Ishii
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OBJECTIVE:

Visual Development
(Concept / Background artist / Prop design)

SOFTWARE:

Photoshop, Painter, Flash, Illustrator, Maya/3dmax, After Effects, Z-brush
Alias (for car design)

EMPLOYMENT HISTORY:

2008 – Present Nickelodeon Virtual World Glendale, CA
Concept /background artist

May – Dec.2007 Shaba Games (Activision) San Francisco, CA
Concept Artist – Environment Design

1990 - 2003 Nissan Motor Company LTD. Tokyo, JAPAN
Car Interior designer - Styling Design Department

EDUCATION:

Completion2007 Academy of Art University San Francisco, CA
Bachelors Fine Art – Visual Development

Completion1990 Joshi Junior College of Art and Design
Tokyo, JAPAN
Associates Degree – Industrial Design major

SPOKEN LANGUAGES:

English, Japanese, some French

AWARDS:

AAU Annual Spring Show 2007
: Maquette making
: Visual Development for story
AAU Annual Spring Show 2005
:Color Design / Perspective