

Masashi Yamamoto

2D Animator / Stop Motion Animation Fabricator / Filmmaker

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Profile

I am a passionate animator seeking opportunities in animation, fabrication, visual development, filmmaking, and sound design to refine my skills and contribute to the animation community.

Education

California Institute of the Arts, Valencia, CA
Master of Fine Arts, Experimental Animation (2021)

Recipient of Lillian Disney Scholarship (2018–2021)

Rhode Island School of Design, Providence, RI
Bachelor of Fine Arts, Film/Animation/Video (2016)

Honors Student

Kyoto Seika University, Kyoto, Japan
Bachelor of Fine Arts, Video and Media Art (2012)

Participated in an exchange program at RISD during the Fall 2011 semester

Personal Skills

- Detail-oriented craftsmanship, and artistic versatility
- Technical proficiency with a wide range of animation and design equipment, and technology (Photoshop, Dragon Frame, After Effects, TV Paint, Premiere Pro, PROCREATE, InDesign, Wordpress, Illustrator)
- Drawing: Figure Drawing, Perspective Drawing, and Digital Drawing
- Sound: Music Composition (Logic Pro X), and Performing Electric Keyboard Piano
- Language: English and Japanese

Selected Oscar Qualifying Film Festivals

- Florida Film Festival 2024
- Calgary International Film Festival 2024
- Atlanta Film Festival 2024
- Athens International Film + Video Festival 2024
- DeadCenter Film Festival 2024
- Animation Explosion at Out On Film 2023
- OutFest LA 2023
- Ottawa International Animation Festival 2016 and 2021
- International Animation Festival Fest Anca 2017 and 2023

Creative Experience

- A Renowned Artist** in the industry (2025 -)
Character Designer

Developing character designs for a distinguished creator in the animation industry (details confidential due to NDA)

- The project** currently in production, (2024 -)
Independent Filmmaker/2D Animator

At present, producing a short film that combines experimental animation with 2D character animation, based on a poem I wrote.

- Discoteque** (Animated Short, 2023)
Independent Filmmaker/Animator/Sound and Music /Choreographer for the characters

The film delves into friendship and romance through the characters' movements and dance. The film blends 2D animation (TVPaint) with stop motion and was showcased at numerous festivals, including Oscar-qualifying ones, earning the Best Score award at the 2024 Chilliwack Independent Film Festival.

- Bix Pix Entertainment**, Burbank, CA 2022
Fabricator/Production Assistant at Art Department
Contributed to the stop-motion animation series Shape Island (streaming on Apple TV+ in 2023). Collaborated closely with Art Director Jeff White, undertaking a variety of tasks including molding props and set components using resins and plastics, constructing props and set pieces with materials such as paper, metal wire, and plastics, refining and assembling elements through 3D printing techniques, assisting in set construction, and providing support to professionals across departments (e.g., set dressers, puppet makers).

- Bix Pix Entertainment**, Burbank, CA 2021
Fabrication Trainee at Art Department
Developing expertise in mold making for the precise duplication of intricate designs and gaining skills in set and prop production to create physical elements for film, including sets, scenery, and props

Teaching Experience

- Kyoto Seika University**, Kyoto Japan, 2023
Guest critique and lecture

Delivered constructive feedback and critical evaluations to graduate students on their thesis projects. Furthermore, distributed original animated resources, personally developed, to support individual student learning and ensure thorough comprehension of the topics covered in class.