

# Luiz Quenji Kato Junior

Video Game VFX Artist

## CONTACT

[lqkatojr@gmail.com](mailto:lqkatojr@gmail.com)

[Website](#) | [ArtStation](#) | [LinkedIn](#)

## SKILLS

### Game Design & Development

- Shaders and Particles
- Visual Effects and Animation
- Whiteboxing and Wireframing
- Rapid Prototyping
- Iterative Playtesting
- Data Analysis and Documentation

### Software & Tools

- Unity (Shader Graph, VFX Graph)
- Adobe (Photoshop, Premiere Pro)
- Autodesk Maya, Blender
- Visual Studio
- Version Control (Perforce, GitKraken, Tortoise SVN)

### Programming

- C#, C, and C++
- Custom C++ Engines
- Visual Scripting

### Languages

- Brazilian Portuguese (Native)
- English (Fluent)
- Japanese (Intermediate)

## WORK EXPERIENCE

**Nintendo of America - Junior Bilingual Debug/Game Tester (English and Brazilian Portuguese)**  
November 2020 - March 2022

- Documented and reported bugs on first-party and third-party titles.
- Proofread in-game text for accuracy and consistency.
- Collaborated with cross-functional teams to ensure quality standards for release.

## ACADEMIC AND PERSONAL PROJECTS

**Robot Rampage Deluxe (Single Player Action Game) - Game Designer, Unity Programmer & VFX Artist**  
January 2020 - April 2020

- Implemented player movement, player attacks, VFX, and enemy AI.
- Applied keyframe animation tools to rig 3D models and adjusted timing of visual effects.
- Developed and iterated on UI design assets and game mechanics based on gameplay feedback.

**Luchador 2084 (Party Multiplayer Action Game) - Unity Programmer & VFX Artist**  
September 2019 - April 2020

- Created over 25 stylized particle effects to highlight important gameplay elements.
- Programmed C# scripts to manipulate shaders for complex animations.
- Implemented animations, physics and visual effects to create expressive multiplayer gameplay.

## EDUCATION

**DigiPen Institute of Technology - Bachelor of Arts in Game Design**  
May 2020