



Ryo Wakasugi

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Vancouver, BC

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OBJECTIVE

Seeking for an opportunity as a layout artist in a creative and collaborative environment to challenge my artistic abilities with a collaborative team of talented artists.

EXPERIENCE

Sony Pictures Imageworks, Vancouver BC 2015 April – present (6 years)

- Rough Layout Artist
- “[Spider-Man: Across the Spider-Verse](#)” 2021
- “[Hotel Transylvania 4: Transformania](#)” 2022
- Animator
- “[The Mitchells vs the Machines](#)” 2021
- “[The Angry Birds Movie 2](#)” 2019
- “[Spider-Man: Into the Spider-Verse](#)” 2018
- “[Smallfoot](#)” 2018
- “[The Emoji Movie](#)” 2017
- “[Smurfs: The Lost Village](#)” 2017
- “[STORKS](#)” 2016
- “[The Angry Birds Movie](#)” 2016

Polygon Entertainment, San Rafael CA 2014 May – 2015 March (11 months)

- Layout Artist/Animation Lead
- Created animation blocking, camera positioning and animated camera movement
- Animated realistic creatures and human characters for dome projection simulation ride

PIXAR Animation Studios, Emeryville CA 2013 June – 2013 September (4 months)

- Animation Intern/Fix Animator (Crowd animation/Animation test)
- “[The Good Dinosaur](#)” 2015 directed by Peter Sohn

AWARDS

Academy Award for Best Animated Feature Film/ “Nominated” 2022 February

- “[The Mitchells vs the Machines](#)” 2021

Academy Award for Best Animated Feature Film/ “Winner” 2019 February

- “[Spider-Man: Into the Spider-Verse](#)” 2018

2015 Student Academy Awards “Winner” 2015 September

- Animator on 3D animated short “[SOAR](#)” 2014 directed by Alyce Tzue

EDUCATION

Academy of Art University, San Francisco CA 2010 June – 2013 May

- MFA in 3D Character Animation

Tokyo University of Technology, Tokyo 2006 April – 2010 March

- BMS in Media Science

SKILLS

3D animation, Autodesk Maya, Autodesk 3ds Max, Autodesk Softimage, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Sketch, Drawing, Acting

LANGUAGES

English, Japanese (native)