



► Personal Information

Name: James Kay
Address: Kanagawa, Japan
Date of Birth: June 26, 1974
Nationality: British
Visa Status: Permanent Resident
Languages: English (mother tongue), Dutch (mother tongue),
Japanese (business), French (reading), German (reading)
Contact: james@gangan.jp james.kay@gmail.com
Website: <http://www.gangan.jp>

► Skills

2D graphic design, 3D modeler, texture artist, interface design, motion graphics, game design consultant, character design, writer.
Proficient in Autodesk Maya, Pixologic Zbrush, Adobe Photoshop, Adobe Illustrator, Adobe AfterEffects, Adobe Premiere, computer literate and able to learn new software quickly.
I excel in working with very tight technological limitations and strive to create the best possible art within strict boundaries, within the budget and on time.

► Work Experience

2008 - current Freelance video game artist and independent developer
2005 - 2008 **Marvelous Entertainment Ltd.**, Lead Technical Artist
2002 - 2005 **Genki Co. Ltd.**, Lead Artist
2001 **Taito Co. Ltd.**, Assistant to the Licensing Section
1999 - 2000 **Criterion Co. Ltd.**, Artist
1997 - 1999 **Intelligent Games Co. Ltd.**, Lead Artist

► Softography

Harvest Moon: Waku Waku Animal March (Nintendo Wii)
Katekyou Hitman REBORN! Dream Hyperbattle (Nintendo Wii, Sony Playstation 2)
Harvest Moon: Trea of Peace (Nintendo Wii)
Tokyo eXtreme Racer / Street Supremacy (Sony Playstation Portable)
Racing Battle: C1 Grand Prix (Sony Playstation 2)
Keido Battle 2 (Sony Playstation 2)
Deep Fighter (Sega Dreamcast, PC)
Action Man: Raid on Island X (PC)
Pro18: World Tour Golf (Sony Playstation 1, PC)
(This list excludes titles to which I contributed as art support, consultancy, pre-production and other functions, such as translation and voice acting)

► Education

1993 - 1997 BA Audiovisual Design
Willem de Kooning Academy, Rotterdam, the Netherlands
