

MOMOYO TORIMITSU

544 Lexington Ave, Fl 1
Brooklyn NY 11221



yomomoyot@gmail.com



917-676-3028



www.yomomoyo.com

www.momoyotorimitsu.com



EDUCATION/AWARD

2009-2010

3D Training Institute, New York, NY

2008

ISEA 2008 fellowship at National University of Singapore, computer science laboratory

1996

Asian Cultural Council Grant
P.S.1 International Studio Program,
Long Island City, NY

1994

Tama Art University Tokyo, Japan.
BA in Fine art, Sculpture

COMPUTER SKILLS

Adobe Photoshop (+10 years)
Adobe Illustrator, (10 years)
Adobe After Effects, (6 years)
Adobe InDesign, (6 years)
Adobe Premiere, (6 years)
Autodesk Maya, (10 years)
Rhino, (5 years)
ArchiCAD (3 years)
Final Cut Pro, (7 years)
Microsoft Office (+10 years)

PROFESSIONAL EXPERIENCE

Adjunct Faculty (2018-present) - New York, NY

New York University | Steinhardt, Department of Art and Art Professions
Advanced Sculptural Methods,
Digital Fabrications (included 3D Modeling and rendering)

Digital Production Artist (May 2012 to 2020)

Kreuther Handcrafted Chocolate NYC, 3D renderings, visual proposals

Delicious Contents - Brooklyn, NY

Todd Coleman Photography - Brooklyn, NY

Post-production work included compositing, subject removal/replacement, color correction, general editing, storyboarding, and motion graphics.

Clients included: CHOBANI, Haagen Dazs, Pure Protein Bar,

At Sunrice-Global Chef Academy, Kreuther Handcrafted Chocolate

retail store Ganso (restaurant) - Brooklyn, NY (2012 to 2016)

Promotional materials, menu, cards, social media and more.

Post-production work included compositing, subject removal/replacement, color correction, general editing

Floorplan artist / 3D renderer

Silvia Cho Studio - Brooklyn, NY (2014 to 2016 and 2011)

Architectural rendering, measuring site, creating floor plan

3D Generalist / story board

Ogilvy - New York, NY (2010)

Product modeling, lighting, texturing, rendering using Autodesk Maya
worked as part of the advertising creative team. Also made storyboards
Clients including Amex and Dior.

Freelance commercial sculptor

Clockwork Apple, Studio EIS - Brooklyn, NY (2007 to 2009)

props and prototype creation for advertisements,
music videos, and architectural projects

Jeff Koons Productions - New York, NY (2001 to 2006)

Model making, casting and creating prototypes