

Derek Kurimoto

website: www.derekkurimoto.com

e-mail: derek@derekkurimoto.com

Currently, I am a Lead Animator working on video game cinematics for 2K Sports. I began working for 2K Sports as an Environment Artist, but because of my versatility and animation education, I was able to move between fields.

Work History



Visual Concepts/2kSports, Lead Performance Animator,
2017 to Present

NBA 2K19

Tasking and managing body animators working on My Career, InGame Performance, and StudioShow modes.

Working with producers to improve asset pipeline and management.

Worked with Technical Artists to give input and request tools for the Performance Animation pipeline.

Responsible for reviewing Performance animations.



Visual Concepts/2kSports, Performance Technical Lead,
2014 to 2017

NBA 2K18

Tasked animators and managed animation assets for My Career, InGame Performance, and StudioShow modes.

Edited body animations and helped create cameras for MyCareer scenes.

Worked with Technical Artists to give input and request tools for the Performance Animation pipeline.

NBA 2K17

Tasked animators and managed animation assets for My Career, InGame Performance, and StudioShow modes.

Edited and reviewed body animations and helped create cameras for MyCareer scenes.

Adjusted animations for updated Rivet City and OldTown environments.

Worked with Technical Artists to give input and request tools for the Performance Animation pipeline.

NBA 2K16

Tasked animators and managed animation assets for My Career, InGame Performance, and StudioShow modes.

Edited body animations.

Key-framed prop animation for Rivet City and Old Town environments.

Worked with Technical Artists to give input and request tools for the Performance Animation pipeline.



Visual Concepts/2K Sports, Lead Animator, 2009 to 2014

NBA 2K15

Tasked animators and managed animation assets for My Career and Studio Show modes for the Playstation 4 and Xbox One titles.

Edited body animations and worked with Lead Cinematics Animator to create camera work for My Career scenes.

Cleaned up facial animation for the RealVoice Feature.

NBA 2K14

Tasked animators and managed animation assets for My Career mode for the Playstation 4 and Xbox One titles.

Edited body and facial animations, and created initial camera work for My Career scenes.

NBA 2K13

Updated the library of gameplay facial animation.

MLB 2K12

Managed animators and cleaned up player animations.

Updated the library of gameplay facial animation.

Worked with producers and engineers to improve blending between animations.

MLB 2K11

Filled in as lead animator mid-project. Managed animators and cleaned up gameplay animations.

NBA 2K11

Cleaned up and blended animations to create cut scenes and the Jordan Intro scene.

Collaborated with art leads and producers to create the camera work for the cut scenes and the Michael Jordan Intro scene.

NHL 2K10

Managed animators and cleaned up gameplay animation.



Visual Concepts/2kSports, Animator, 2008 - 2009

NBA 2K10

Cleaned up gameplay animation.

NBA 2K9

Cleaned up gameplay animation.



Visual Concepts/2kSports, Environment Artist, 2006 to 2008

College Hoops 2K8

Modeled, Textured, and Lit arenas for the Xbox 360 and Playstation 3 titles.

College Hoops 2K7

Updated arena models and textures for Xbox and Playstation 2 titles



Fox Racing, Inc., Design Intern, 2004

Created and developed artwork to be used for print on sportswear, and assisted designers with color comps.

Education

San Jose State University, 2004

Bachelor of Fine Arts in Animation

Ohlone Community College, 1997

Associate of Arts in Natural Sciences with Highest Honors