

Contact

Brooklyn, NY

646-593-1732

natsumekoromo@gmail.com

Education

Gnomon

school of visual effects games & animation

6150 Laurel Canyon Blvd, North Hollywood, CA 91606

Digital Skills

3D

Maya

Zbrush

Substance

Designer/Painter

Unreal Engine

Blender

Marvelous Designer

2D

Adobe

Photoshop

Illustrator

Aftereffects

Languages

English / **Native**

Japanese / **Conversational**

Interest

Illustration, Traveling, Hiking, Reading

KOROMO NATSUME

Character Artist

Summary of Skills

VISUAL DEVELOPMENT

- Develop original character designs with intentional visual storytelling and personality.
- Skilled in digital painting with a strong understanding of color theory and lighting to enhance mood and depth.
- Able to communicate narrative and gameplay sequences visually through storyboards.

3D MODELING

- Proficient in 3D modeling software with a working understanding of core tools and workflows.
- Passionate about translating 2D concept art into accurate, faithful 3D models.
- Experience with UV mapping and texturing to create game-ready assets that align with the original concept art.

COMMUNICATION

- Flexible and adaptable when working in team environments, open to adjusting creative direction based on project needs.
- Comfortable giving and receiving constructive feedback.

Personal Project

Titi-Full Character 3D model

Arknights Fan Art Zbrush Maya, Substance Painter | 2026

- Modeled a 3D character based on official Arknights character art by illustrator Kuroboshi Kouhaku, including complete costume, staff prop, and companion cat.
- Demonstrated full character pipeline from concept reference to finished model.

Profile

New York City-based character artist with a passion for blending 2D concept art and 3D modeling, crafting stylized characters that are both visually striking and true to the world they live in.