

# CURRICULUM VITAE

updated 02.2017

NAME  
**YOSUKE  
MATSUNO**

POSITION  
SENIOR NUKE COMPOSITOR

WEB  
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## EXPERIENCE

**SENIOR NUKE COMPOSITOR / MPC Film London** November 2014 - Present

**SENIOR NUKE COMPOSITOR / MPC Advertising London** June 2013 - October 2014

**NUKE COMPOSITOR / MPC Advertising London** January 2011 - May 2013

**LEAD VFX ARTIST / OMNIBUS JAPAN** November 2005 - July 2010

**SENIOR 3D ARTIST / CAD CENTER** April 2001 - October 2005

## SKILL & SPECIALITY

Advanced compositing skill, Artistic background based on degree of architecture.  
Photo real CG Integration, Stereoscopic / Deep / 3D / Multi-Pass Compositing, Tool Development.  
Strong extensive knowledge as a Lead VFX Artist.

## PROJECT & AWARD

"Passengers"

"The Jungle Book"

11th Annual HPA Awards / **Outstanding Visual Effects**  
22th Annual CCA Awards / **Best Visual Effects**

"The Martian"

88th Academy Awards / **Best Achievement in Visual Effects** Nominated

"Fast and Furious: Supercharged"

14th Annual VES Awards / **Outstanding Visual Effects in a Special Venue**

"Assassin's Creed: Black Flag"

Cannes 2014 Film Craft Category / **VFX Gold Lion**  
British Arrows 2013 Craft Awards / **VFX Silver**  
CLIO Awards 2014 Film Technique / **VFX Category Bronze**

"Samsung: King OF TV City"

EPICA Awards 2013 / **Bronze**  
CLIO Awards 2014 Film Technique / **VFX Category Bronze**

"Three: The Pony"

British Arrows Craft Awards 2013 / **VFX Gold**  
British Arrows Craft Awards 2013 / **CGI Gold**  
Australian Effects & Animation Festival 2013 / **Commercials Animation Silver**

"Umizaru3"

MPTE in JAPAN AWARD 2010 / **VFX Category**

"One Ticket to GO"

Diploma Design Competition 2001 / **Design Category**

## PUBLICATION

"Interview with Yosuke Matsuno Japanese who challenged the accomplishment of Jungle Book CGI."  
**ORICON STYLE** -the August issue of 2016-

"Realize the difference between Japan and overseas, Jungle Book CGI seen by Japanese creator."  
**CINEMA TODAY** -the August issue of 2016-

"Umizaru3 making"  
**CGworld** -the November issue of 2010-

"Sholin Girl Complete Making"  
**CGworld** -the April issue of 2008-

"How to make CG in movies"  
**CGworld** -the February issue of 2007-

## LECTURE

"Making of Tamagosama"  
**Chaos VRay User Conference** 2009 in Siggraph Asia

"Making of Sholin Girl"  
**Autodesk 3dsmax User Conference** 2008 in Tokyo

## EDUCATION

**Bachelor Degree of Architecture** **Nihon University** 1998 - 2001

## SOFTWARE

Nuke, Hiero, 3dsmax, Mari, VRay, AfterEffects, DaVinci Resolve, Photoshop, Illustrator.

## SCRIPTING LANGUAGE

Python, PySide, MaxScript, HTML, CSS, Processing

## REFERENCES

Available upon request