

VICTOR KIMATHI

Anime Creator Engineer | Animation Technology Specialist

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👛 PROFESSIONAL PROFILE

Innovative and visionary **Anime Creator Engineer** with over **15 years** of hands-on experience blending animation artistry with cutting-edge engineering. Known for developing high-performance animation pipelines and contributing to legendary titles such as *Attack on Titan*, *Solo Leveling*, and *Naruto: Shippuden*. Adept in 2D/3D animation engines, storytelling frameworks, motion capture integration, AI-assisted inbetweening, and proprietary rendering systems.

🧠 CORE SKILLS

- **Animation Engineering:** Toon Boom Harmony, TVPaint, Adobe Animate, Blender, Autodesk Maya
 - **Programming:** C++, Python, GLSL, OpenGL, Unity ShaderLab
 - **AI Tools:** Stable Diffusion, ControlNet, DeepMotion, Retargeting AI
 - **Production Pipeline Tools:** Shotgun, Ftrack, DaVinci Resolve, After Effects
 - **Scripting & Automation:** PySide, MEL scripting, rigging automation tools
 - **Languages:** Fluent in English, Japanese (JLPT N1), Swahili
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🎓 EDUCATION

Tokyo University of the Arts – Tokyo, Japan

MFA in Animation Engineering | 2010 – 2012

- Thesis: *Procedural Rigging Systems for Episodic Anime Production*

Egerton University – Nakuru, Kenya

B.Sc. in Computer Science & Visual Computing | 2005 – 2009

- Focus: Computer Graphics, Physics Engines, GPU Computing
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MAJOR PROJECTS & CREDITS

Attack on Titan – Final Season

Lead Animation Systems Engineer – MAPPA Studios (2020–2023)

- Built AI-enhanced inbetweening tools to cut production time by 30%.
- Created a custom blend-tree engine for Titan transformations.
- Integrated real-time shader previews using a custom Vulkan-based renderer.

Solo Leveling

Technical Animation Director – A-1 Pictures (2022–2024)

- Designed real-time particle FX engine for dungeon effects.
- Developed a proprietary rigging library for shadow-based combat movement.
- Implemented facial blend-shape compression for faster exports.

Naruto: Shippuden (Late Arcs)

Animation Pipeline Specialist – Studio Pierrot (2013–2017)

- Developed cross-platform scripting system for scene transitions.
- Optimized rendering and frame cleanup using custom neural interpolation.
- Led the transition from Flash-based rigs to vector-based skeletal animation.

Cyber Ronin Zero (*Original Indie Project*)

Creator, Director, and Technical Animator (2018–2019)

- Designed all characters, coded the rigging system, and built a complete animation suite using Blender & Python.
 - Screened at Kyoto Indie Anime Festival, 2019 (Winner – Best Animation Tools Innovation).
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PROFESSIONAL EXPERIENCE

MAPPA Studios – Tokyo, Japan

Lead Anime Engine Developer | Jan 2020 – Present

- Directed R&D of next-gen animation engines.
- Mentored 12 junior engineers and 5 technical artists.
- Co-authored "Anime Engines of the Future" whitepaper presented at SIGGRAPH Asia.

Studio Pierrot – Tokyo, Japan

Senior Animation Tools Engineer | Jun 2013 – Dec 2019

- Led efforts to modernize Naruto and Boruto production pipelines.
- Wrote plugins that cut ink-and-paint time by 40%.
- Introduced GPU-accelerated previewing tools for directors.

Toei Animation – Freelance (Remote & On-Site)

Technical Animator & AI Specialist | 2010 – 2013

- Built AI-assisted crowd animation tools.
- Automated lip sync with phoneme detection from scripts.

HONORS & AWARDS

-  **Best Animation Technology Innovation** – Kyoto Indie Anime Festival (2019)
-  **Outstanding Engineer in Anime Production** – AnimeTech Japan Awards (2021)
-  **Top 100 Influential Tech Creators in Anime** – Crunchyroll Creator Index (2023)

CERTIFICATIONS

- Certified Blender Python Developer – Blender Foundation
- Autodesk Certified Specialist – Maya for Animation
- JLPT N1 – Japanese-Language Proficiency Test

CONFERENCES & TALKS

-  *SIGGRAPH Asia 2023 – “AI in Anime: New Frontiers”*
-  *Anime Expo Tech Summit 2022 – “Real-Time FX in High-Pressure Environments”*
-  *Dev-Anime Tokyo 2021 – “Engineering Emotion Through Frames”*

REFERENCES

Available upon request.