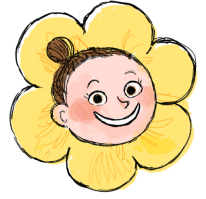


Madoka Muramatsu

Character Design / Visual Development

 madokamuramatsu.com  murartmadoka@gmail.com  Los Angeles, CA



Education

ArtCenter College of Design

Pasadena, CA

BFA Illustration / Entertainment Arts

May 2021 - Present

Tama Art University

Tokyo, Japan

BFA Art and Media

April 2015 - March 2019

Skills

Relevant Courses

Advanced Character Design with Grant Alexander

Character Design I with Ron Velasco

Character Portfolio Workshop with David Perez

Tools

Adobe Suite, Google Suite, Procreate, Blender, Cinema 4D, SketchUp, Gouache, Acrylic, Oil, Graphite, Marker, Photography, Video editing, Animation

Recognitions

Duane and Betty Bohnstedt Endowed Scholarship

Illustration Dept Scholarship

ArtCenter UG Scholarship

ArtCenter Student Gallery

Languages

English (Fluent), Japanese (Native)

Interests

People observation in life and movies, travel, musicals, theme parks, merchandise, cats, hotels, restaurants

Work Experience

Short "Enormous" Remote

Visual Development Artist April 2025 - Present

- Designed album cover and character photos for an upcoming animation project under the direction of Doug Sweetland and Sylvain Deboissy.

ArtCenter College of Design Pasadena, CA

Teaching Assistant May 2023 - April 2025

I assisted in **Character Design I** (Ron Velasco, Adam Dix), **Illustration for Publishing** (Paul Rogers), **Illustration Design** (Paul Rogers), **Children's Book Illustration** (Steve Turk, Loris Lora), **Inventive Drawing** (Bill Perkins), **Sketching for Illustration** (Bob Kato), **Sketching for Entertainment** (Owen Freeman), and **Painting: Tradition to Digital** (Michael Humphries).

- Collaborated with instructors to provide critiques and draw-overs, assisting students in improving their work. Organized class materials to ensure smooth operations and fostered a professional, supportive learning environment through effective communication with both students and faculty.
- Enhanced communication skills through collaboration with multiple professors.

Omusubi Gonbei US Remote

Character Designer & Illustrator February 2024 - Present

- Created rice ball characters based on their menu for social media posts.

Bix Pix Entertainment, Inc. Remote

Character Designer April - May 2024

- Designed a main character from ideation to final design for a stop motion animation.

Greeting Life. Co. Tokyo, Japan

Design Assistant December 2020 - May 2021

- Designed animal illustrations for schedule books and assisted in creating mock-ups and other design tasks throughout the process.

Freelance Illustrator 2017 - Present

- Collaborated one-on-one with clients to create custom designs and illustrations for various projects, including merchandise, private commissions, and more.