



RYAN YOSHIMOTO

EXPERIENTIAL CREATIVE DIRECTOR + PRODUCER | VFX SUPERVISOR

I am passionate about creating new things in emerging spaces. I am obsessed with the challenge of propelling the evolutionary story of the convergence of biometric sensors, computer vision, generative music, immersive experiences and AI. What I appreciate the most though, is the experience of learning, sharing and driving the work forward together with great people in best-in-class teams.

INFO



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In addition to the work. I love my family and being a father. I love to surf, mountain bike, and hit the climbing gym when I can.

I adore analog synthesizers and look forward to the rare occasion that I can get lost for hours making one sound.



WORK EXPERIENCE

- 2017 - Pres AGENCY INSIDE @ INTEL CORPORATION
Experiential Lead
As a lead experiential creative director and program director, I built and led a team of experiential artists and developers for this award winning internal agency. We quarterly re-transformed the lobby experience at Intel HQ by creating an interactive platform for immersive experiences using Intel technology and AI.
Additionally our team created visual music activations with Giogio Moroder, Phantogram, Kilo Kish, Elise Trouw and Tiesto using our custom Soundvision Depth Camera Platform. And performed live at CES 2018 for the Intel Keynote with a troupe of LED drenched trampoline aerialists.
- 2005 - 2017 RYAN YOSHIMOTO, INC. | VENICE, CUPERTINO + SF, CA
Lead Flame Artist / VFX Supervisor / Creative Director
Clientele (excluding those under NDA):
Method Studios Prologue The Mission
MPC DTrain FX Logan
Chapeau FX Warner Bros. Pixomondo
Spotwelders/Ship- RIOT Laundry Design
ping+Handling Therapy FX Stardust
Electric Theatre Cartel Ntropic
Collective The Ant Farm Radium LA
Big Block LA Superfad Fox Sports
Eight VFX Union Edit Media Arts Lab
Final Cut Editorial Pistolera Post
Brand New School Nomad Editing Co.
- 2003- 2005 DIGITAL DOMAIN | VENICE, CA
Freelance Lead Flame Artist / VFX Supervisor
- 2001 - 2003 METHOD STUDIOS | SANTA MONICA, CA
Staff Flame Artist / VFX Supervisor
- 1997 - 2001 UV-99 DESIGN COLLECTIVE | SAN FRANCISCO, CA
Co-Owner | Immersive Environment Designer
Designed Immersive Environments for Paramount Pictures "Virtuosity", and tours for Crystal Method, Stone Temple Pilots, Ornette Coleman as well as a plethora of large music events and experimental private installations.



EDUCATION

- 1994 - 1996 San Francisco State
Film + Digital Production
- 1992 - 1994 De Anza Film Program



SKILLS AND EXPERTIZE

Team Leadership	██████████	Photoshop	██████████
Creative Direction	██████████	Illustrator	██████████
VFX Supervision	██████████	Music Production	██████████
AfterEffects	██████████	Film Production	██████████
Autodesk Flame	██████████	Slack	██████████