



Hikari Oishi

Technical Artist, Obsidian Games, Rio Honda College Alumni

A technical artist at Obsidian working on Avowed, Hikari is an associates graduate from Rio Hondo Community College and a Bachelor of Fine Arts holder from Laguna College of Art Design. She's worked on multiple student projects and got her first job at Obsidian through the Obsidian University internship program. This opportunity saw her implementing optimizations in materials and shaders, creating artist pipelines and guidelines, and working with artists and programmers to optimize game assets, after which she got the chance to work full time. If Hikari had to give one piece of advice to newcomers to the field, it would be to try to experience every part of the game development pipeline to find what you like and what you are good at. That's based on her experience, and she feels that it is one of the most important factors.

Hikari's favorite part of working in games is being able to contribute her art to large scale projects that many people enjoy.

**SATURDAY
MAY 4**

2:00 PM

Careers in Gaming



STUDENT TRACK