

Olutomiwa Adeyingbo

Environment Modeler

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PROFILE

A 3D artist who is proficient knowledge in modeling, texture painting, lighting, and set dressing seeking to join a dynamic production environment to expand my work to more AAA+ and VR experiences.

SKILLS

Software Knowledge:

- Autodesk Maya • Autodesk 3ds Max • Zbrush
- Adobe Photoshop • Substance Painter • Substance Designer
- Unreal Engine 4 • Unity 3D

EDUCATION

Illinois Institute of Art - Chicago - Chicago, IL
Bachelors of Fine Arts in Game Art and Design

WORK EXPERIENCE

Environment Artist (Slacker Games) - 2014 - 2016

- Responsible for modeling, unwrapping, and texturing 3D environments based off client sketches for Private Eye VR game using Maya and Substance Painter
- Implemented 3D environments into Unity3D while creating materials for each asset

Associate Artist (Netherrealm Studios) - 2016 - 2017

- Asset modeler for AAA+ title Injustice 2
- Sculpted, modeled, textured & rigged high quality props for cinematic environments & in-game assets/environments using Maya, Substance Painter, & Zbrush
- Created Shader and animated materials in Unreal Engine 4

3D Artist (Incontext Solutions) - 2017 - 2018

- Modeled and cleaned 3D assets for VR display in Maya
- Created textures in Adobe Photoshop for assets using high quality photos provided to me by client.

3D Artist (Wargaming.net) - February 2018 - December 2018

- Modeled and textured custom pieces for tank vehicles for AAA+ title World of Tanks using Maya, 3ds Max, and Substance Painter
- Optimized high poly tanks and created low poly custom tanks for previous gen consoles.