**Curriculum Vitae**

**AFOLABI**

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Dubai – U.A.E

**3D Artist**

**CAREER OBJECTIVES:**

I am a results-driven and creative candidate seeking 3D Modeler position with your Company utilizing my experience acquired in fine arts and creation, as well as critical thinking and problem solving skills.

**3D ARTIST RELATED SKILLS:** 3D Visual Architecting, interior designs, character modeling, UV mapping, IV skeleton construction and weight painting, rigging, animation, Lighting, model creation, texture work, and effect creation, Creative solutions, Image editing and Level design

**APPLICATION SKILLS** 10 years 2D graphics experience, Autodesk Maya 2016, 3Ds max, Maxon Cinema 4D, Corel Draw x3, Adobe (Photoshop, Illustrator, After Effect, Premiere, Lightroom, InDesign), Wordpress, AutoCAD, Advance MS (Excel-Word-PowerPoint-Publisher, Outlook) Mac OS X 10.6, ERPs, Bloomberg Application,

**PORTFOLIO:** [www.sukinet.net](http://www.sukinet.net)

**CAREER HISTORY**

* Worked as a Creative Manager with **Paramount Stars Commercial Brokers LLC – Dubai**

(1 year) - February 2016 ‐Till date

* Worked as a 3D Artist with **Sukinet Interface Technology - (Animation Company) – Nigeria**

(5 year) - April 2011 ‐ February 2016

* Worked as a 3D Artist with **Independent Securities Limited – Nigeria**

(3 year) - September 2008 ‐ March 2011

* Worked as a 2D/3D Designer/Blog Manager with **Skye Stockbrokers Ltd - Nigeria**

(4 year) - April 2004 - August 2008

**DUTIES & RESPONSIBILITIES:**

Working closely with instructional designers to provide creative design expertise and solutions for gaming projects. Contributing to art design concepts in relation to logos, character models, and hard surfaced models and enhancing the “look and feel” of animations. Also includes the following:

* Developing high fidelity, photo real 3D models of characters and objects.
* Ensuring that all material is compliant with company standards.
* Producing visuals in static, vector and animation format.
* Defining game assets, setting milestones and executing design assignments.
* Custom scripting of supporting tools in Python.
* Liaising with instructional designers to ensure absolute understanding of storyboard material.
* Creating facial animation and lip-synch animation.
* Creating tiling textures using Photoshop.
* Developing high quality in-game and cinematic animations using motion capture data processes.
* Organising a large library of art assets.
* Integrating art assets into content pipelines.

**PERSONAL SKILL:**

* Able to work under pressure to meet deadlines.
* Environment modeling and texturing.
* Possessing creative thinking to come up with innovative designs.
* Can clearly communicate technical data to non-technical colleagues.
* Organized, goal and detailed oriented.

**ACADEMIC QUALIFICATIONS**

**University of Lagos, Akoka, Lagos.**

Diploma in Computing 1996 ‐ 1998

**Ansarul Islam Secondary School**

Certificate 1988 ‐ 1993

**Biodun Nursery and Primary School**

Certificate 1983 ‐ 1988

**Training & Certifications - Memberships**

* Autodesk Maya 2015 Certified Builder - Student Memberships - 2016/17
* 3D Animation Production Pipe-line (Certified by AI) - 2015/16
* Social Media Digital Marketing Strategy - 2016
* Creativity in Business Writing - Pan-African University -2013
* Investment Management Training -2013
* Projects & Infrastructure Finance Training -2013
* Time Management Training -2013
* Online Insurance Seminar -2006
* Full CCNA and Router Configuration -2005

**PERSONAL PROFILE:**

* Gender : Male
* Date of birth : 02-02-1981
* Nationality : Nigeria
* Marital Status : Married
* Visa status : Residence VISA (Feb. 2018)
* Language : English,

**DECLARATION:**

I certify that the above are true and correct to the best of my knowledge and ability. If given a chance to serve you. I assure you that I will execute my duties for the total satisfaction of my superiors.

Portfolio Pictures **Next page…….**