



TOYE ADENIRAN

Environment Artist

Burnaby, BC V5H 2X4

Toyeadeniran@gmail.com

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I graduated from Vancouver Film School in 2013 with a diploma in 3D Animation and Visual Effects. I am a 3D and environment artist with 2 years of previous experience as a 3D artist at Disney Interactive and 2 ½ years of experience as an Environment artist at Electronic Arts.

At Disney Interactive I was tasked with creating both character and environment assets for monthly content creation for mobile apps such as Club Penguin Mobile App, Club Penguin Sled Racer, and Club Penguin Island. At Electronic Arts I created both environment and prop assets. At both studios I worked closely in collaboration with a team of modelers, leads and art directors to meet tight production deadlines.

My technical skills in Maya, 3D Studio Max, and Zbrush include modeling, texturing, UV, lighting and rendering. My skills in Substance Painter, Mari, and Photoshop include texturing, clean up and color correction. I am a fast learner and am always eager to learn a new process and acquire new skills.

WORK EXPERIENCE

3d Artist

Firepointgames - Burnaby, BC

June 2018 to Present

Project Highlights: Lead role in creating Sabre arena environment assets - Conceptualizing, modeling and texturing environment, character, weapon and prop assets - Integrating assets into Unity game engine for VR - Lighting of environment - Optimization of art assets and workflow

Environment Artist

Electronic Arts

2015 to 2018

Fifa 17

- Fifa 18
- Unannounced Project to be release in 2018

Project Highlights:

- Modeling environment, prop and integrating assets into Frostbite game engine for both story

mode and stadiums

- Creating tileable and non tileable textures for stadiums and prop assets
- Creating LODs and integrating assets for lighting in Frostbite
- Helped lead in the creation of new stadiums from scratch
- Crowd simulation

Associate 3D Artist

Disney Interactive

2013 to 2015

Club Penguin Web and mobile app game

- Club Penguin Sled Racer
- Club Penguin Island

Project Highlights:

- Club Penguin monthly content creation modeling and texturing
- Sled Racer environment assets modeling and texturing
- Club Penguin island environment and character modeling and texturing

Toye Adeniran

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EDUCATION

3D Animation and Visual Effects

Vancouver Film School (VFS)

2012 to 2013

Foundation Visual Arts and Design

Vancouver Film School (VFS)

2011 to 2012

SKILLS

3D Modeling (6 years), Animation (1 year), AUTODESK MAYA (6 years), lighting (2 years), Zbrush (5 years), Substance Painter (5 years), substance designer (4 years), Mari (3 years), Unreal Engine (2 years), Unity (5 years)

LINKS

<http://www.toyeadeniran.com>

<https://www.artstation.com/toyeadeniran>

<https://www.linkedin.com/in/toyeadeniran/>

ADDITIONAL INFORMATION

Technical Summary

Skill Proficiency

3D Modeling Advanced

Texturing Advanced

Lighting and Shading Intermediate

Sculpting Intermediate

Rigging Basic

Animation Basic

- Languages: English
- Project Management Tools: Shotgun, Confluence, Jira, Devtrack
- Databases: Hardware: Windows PC
- Applications: Maya, 3D Studio Max, Substance Painter, Substance Designer, Zbrush, Mari, Unreal Engine, Unity, Frostbite
- Industries: Video Games, VFX

- Operating Systems: Windows