

YOMI ADENUGA

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SKILLS

- **Software:** Maya, Unreal engine, Nuke, After Effects, Mocha, 3Dcoat, Mari, Substance, Vray, Arnold, Redshift, Renderman, Mental ray, Premiere, Davinci Resolve, Photoshop & Adobe Creative Suite.
- **Languages:** Knowledgeable in basic Python and MEL scripting
- **Operating system:** Linux, Windows, Mac OSX

EDUCATION

- Texas A & M University**, College Station, TX Aug. 2013 – Dec. 2016
Master of Science, in Visualization/Computer Graphics GPA 3.77
- Covenant University**, Ota, Ogun state, Nigeria
Bachelor of Science, Honors in Building Technology Sept. 2005 – July 2010

PROFESSIONAL EXPERIENCE

VFX Supervisor & Artist

- Sunny Boy Entertainment, Pasadena, CA** (IT: Float, Annabelle Creation, Pacific Rim Uprising: Hall of Heroes...) January 2017 – Present
- Creating & supervising original content in 3D and film for Virtual reality (VR) productions and experiences.
 - Creating assets from models, texture, lighting, composite to VR delivery. (Maya, Nuke, Mocha, AE, 3D Coat)

Lead Lighting & Compositing Artist

- Nickelodeon Animation studio, CA** (Albert) May 2016 – Aug. 2016
- Created and rendered beauty & multi-pass setups for shot to shot lighting files. (Maya)
 - Trouble-shot renders for technical problems. (Redshift & Rush)
 - Composited final look, conducted quality checks fixes and re-color on assigned shots. (NUKE)

Lighting & Compositing Artist

- Nickelodeon Animation studio, CA** (Teenage Ninja Mutant Turtles) Jan. 2016 – Aug. 2016
- Maintained daily technical workflow of directory structure & file management within the lighting pipeline.
 - Created and trouble-shot light rigs for sets and characters for each show episode. (Maya)
 - Composited rendered characters & sets for weekly asset review with the director. (Mental ray & NUKE)

Graduate teaching assistant

- Dept. of Visualization, Texas A&M University, TX** Sept. 2014 – Dec. 2015
- Created content & lecture footage for an undergrad digital photography class. (After Effects & Vegas Pro)
 - Graded student's weekly projects, mid-terms and final project submissions during the semester course.

Lighting & texturing intern

- Graphic Creative, Inc. San Diego, CA** June 2015 – Aug. 2015
- Textured characters and environments and lit shots for commercial animated projects. (Mari & Photoshop).
 - Lit and composited 3D environments into live music video projects. (Mental ray & NUKE)

Lead Photographer

- Wale Adenuga Photography studios, Nigeria/USA** Oct. 2010 – Jan. 2015
- Organised & photographed portraits of clients for studio based and on-set location photo-shoots.
 - Edited final images for client delivery and conducted photography training sessions for beginners.

RELEVANT COURSES / CERTIFICATION

- Lighting Directed Study with Visual FX Supervisor: Dave Walvoord, at DreamWorks animation (Mental ray).
- Rendering & Shading (VIZA 616): Painterly styled rendering of a 3D scene (Maya, Slim, & Renderman).
- Digital Compositing (VIZA 665): Composite of CG animated characters in a real world scene (Maya, NUKE).
- Icon Photography School (IPS), Online Photography Training: Introduction to Digital Photography

PROJECTS

- Master's thesis, Texas A&M University** Jan. 2016 – Sept. 2016
- Adapting cinema & theatrical lighting to direct attention in Virtual Reality story scenarios (Unreal Engine)
- Lighting Co-lead & Layout lead, Summer project at DreamWorks Animation** June 2014 – Aug. 2014
- Collaborated on 30 sec animation with DreamWorks Animation artists (Accepted at SIGGRAPH 2015 dailies)
 - Created all pre-viz, final layout, character animation, lighting & all final compositing (Maya, MR, & NUKE).

ACHIEVEMENTS AND LEADERSHIP

- DreamWorks Animation & Aggie Alumnus Scholarship 2015
- Presenter at SIGGRAPH dailies 2015: an animated short made at Texas A&M with DreamWorks Animation
- Top 40 Finalist at 2015 CG Student Awards. People's Choice Category
- International Texas Public Education Grant for 2015/2016
- Instructor at NUKE workshop conducted by ACM TAMU SIGGRAPH chapter 2015
- Visualization Department Strategic Scholarship, 2013