

EXPERIENCE

Lead Lighting Artist & VFX Supervisor

Sunny Boy Entertainment, Pasadena, CA

January 2017 – Present

- Performed shot lighting and compositing for Warner Bros' - 'IT: Float' (VR experience), 'Annabelle Creation', In-house animated short; 'Adventures of Yeti and Spaghetti' and 'Pacific Rim Uprising: Hall of Heroes'(2D).
- Worked with directors to achieve desired lighting style and mood for the 2D & VR experiences
- Worked with compositors to address issues on color correction, render artifacts and developing efficient rendering pipeline.

Lead Lighting & Compositing Artist

Nickelodeon Animation studio, CA

May 2016 – Aug. 2016

- Created shot to shot lighting files and rendered beauty & multi-pass setups for animated TV film 'Albert'.
- Trouble-shot renders for creative & technical issues. (Renderer used: Redshift).
- Composited and colored the final look on assigned shots along with quality checks and fixes in NUKE.

Lighting & Compositing Artist

Nickelodeon Animation studio, CA (Teenage Ninja Mutant Turtles)

Jan. 2016 – Aug. 2016

- Created light rigs for sets and characters on Nickelodeon's 'Teenage Ninja Mutant Turtles' TV show.
- Lit & trouble-shot characters & sets for weekly asset review with the lighting lead & director.

Graduate teaching assistant

Dept. of Visualization, Texas A&M University, TX

Sept. 2014 – Dec. 2015

- Created tutorial content & lecture footage for undergraduate digital photography class.
- Graded student's weekly photo projects, mid-terms and final photography project submissions.

Lighting & texturing intern

Graphic Creative, Inc. San Diego, CA

June 2015 – Aug. 2015

- Textured characters and environments and lit shots for commercial projects.

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/tutorial sessions for beginners.

SKILLS

- **Software:** Maya, Unreal engine, Nuke, After Effects, Mocha, 3Dcoat, Mari, Substance, Vray, Arnold, Redshift, Renderman, Mental ray, Premiere, Davinci Resolve, & Photoshop.
- **Languages:** Knowledgeable in Python and MEL.

EDUCATION

Texas A & M University, College Station, TX

Aug. 2013 – Dec. 2016

Master of Science, in Visualization/Computer Graphics

Covenant University, Ota, Ogun state, Nigeria

Bachelor of Science, Honors in Building Technology

Sept. 2005 – July 2010

RELEVANT STUDY / CERTIFICATION

- Lighting Directed Study using Mental ray with VFX Supervisor: Dave Walvoord, from DreamWorks animation.
- Rendering & Shading class on Painterly styled rendering of a 3D scene using Maya, & Renderman.
- Digital Compositing class focused on Compositing CG animated characters in a real world scene.
- Icon Photography School(IPS), Online Photography Training with Introduction to Digital Photography

PROJECTS

Master's thesis, Texas A&M University

Jan. 2016 – Sept. 2016

- Adapted cinema & theatrical lighting to direct attention in Virtual Reality story scenarios.

Lighting Co-lead & Layout lead, Summer project at DreamWorks Animation

June 2014 – Aug. 2014

- Collaborated with DreamWorks Animation lead artists on a CG short accepted at SIGGRAPH 2015 dailies.
- Built light rigs, lit shots, and composited the look and final color on all shots.

ACHIEVEMENTS AND LEADERSHIP

- 2015 DreamWorks Animation & Aggie Alumnus Scholarship.
- 2015 Presenter at SIGGRAPH dailies: 'Eye Robot' CG short by Texas A&M with DreamWorks Animation studios
- 2015 Top 40 Finalist at CG Student Awards; People's Choice Category
- 2015/2016 International Texas Public Education Grant.
- 2013 Visualization Department Strategic Scholarship.