

Opeoluwa Adekunle

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📍 Lagos state.

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🔗 <https://ademicope.itch.io/super-city-driver>

<https://www.behance.net/gallery/188181259/Blending>

Skills

- 3d visualization
- Animation
- Game development
- Web development
- Graphic Design
- 3d modeling/sculpting
- Video editing
- Problem solving
- Team collaboration

Software proficiency

- Maya, Blender, Zbrush, Substance Painter
- Unity
- Autocad, Revit, 3ds max, Vray
- Adobe Photoshop, Illustrator, InDesign
- Davinci resolve, After effects

Languages

- C#, HTML, CSS

Summary

3D artist, and game developer with a deep passion for CGI and game development, actively seeking opportunities to contribute positively to innovative projects.

Education

2014-2019

Obafemi Awolowo University

- Bsc. Architecture

Work Experience

2022 - present (freelance)

OB Studio

3d Artist

- Environment modelling
- Product visualisation

2022 - present (freelance)

Sphere scape consult

Architect

- Working drawings for construction
- 3d architectural visualisation
- Site supervision

2022 - 2023

The Diasporan

Operations / Social media manager/Graphics designer

- Content creation
- Monitor and track content performance and engagement on social media channels
- Oversee paid Ad campaigns on social media channels

2021 - 2022

Gtext Homes

Architect

- Designed various types of residential buildings
- Prepared working drawings for construction

2019 - 2020

Construction kaiser Ltd

Architectural intern

- Supervised building construction on site
- Coordinated with site engineers to promote architectural goals and concepts.