

Famajuro Olamide Henry

3D CHARACTER ARTIST

Passionate and skilled 3D Character Artist with 3+ years of experience in sculpting, modeling, and texturing stylized and realistic characters. Adept at bringing characters to life through strong artistic fundamentals and technical expertise. Experienced in teaching and mentoring aspiring artists. Committed to delivering high-quality work while constantly improving my craft

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PORTFOLIO

LINKEDIN

WORK

3D ARTIST 2D Illustrator

2022

‘Jomijo’

(British Council CESP)

Working on the characters for an upcoming kids show

- *Character designs*
- *storyboard*
- *Layout design*
- *Movie poster Illustration*

3D Character Artist

2023/2024

‘Shift’

(Magic Lab Student Project)

Worked on an alien bounty hunter character

- *Modelling and Texture*
- *Rigging*

3D Character Artist

Worked on a real-time cinematic character for render in UE5

- *Modelling and Texture*
- *Rigging*
- *Animation*
- *Lighting and rendering.*

TECHNICAL SKILLS

SCULPTING, HARD SURFACE
MODELING, TEXTURING, RIGGING,
LIGHTING & RENDERING,
COMPOSITING, VIDEO EDITING

SOFTWARE

ZBRUSH, MAYA, SUBSTANCE PAINTER,
UNREAL ENGINE, PHOTOSHOP,
BLENDER, MARVELLOUS DESIGNER,
AFTER EFFECTS,

SOFT SKILLS

ATTENTION DETAILS,
COMMUNICATION, ADAPTABILITY,
FLEXIBILITY, SELF MOTIVATION,
MULTITASKING, TEAM PLAYER

EDUCATION

Certificate of participation
*The British Council CESP
Program* 01/2022 – 07/2022

Diploma in 3d Animation
Magic Lab Academy 10/2022 –
06/2023

Urban And Regional Planning
Yaba College Of Technology
2017 – 2019

