

## Temitope Falade

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[LinkedIn](#)

[Portfolio \(Vimeo\)](#)

Date of Birth: 27 February 1995

Nationality: Nigerian

Languages: English (Fluent)

## Professional Summary

Creative and technically skilled **3D Animator, Game Designer, and Technical Artist** with over **5 years of international experience** in the animation and game industries. Demonstrates a strong command of animation principles, game workflows, and visual effects with a solid artistic eye and technical know-how. Adept at working in fast-paced production environments, collaborating across departments, and consistently delivering high-quality results.

## Professional Experience

### 3D Animator - Afrime Studio

May 2024 - Jan 2025

- Delivered high-quality in-game animations with strong poses, weight, and timing.
- Reviewed junior animators' work, offering detailed feedback to improve quality and consistency.

### 3D Animator - Limitless Studio

Oct 2021 - Jan 2024

- Characters animations for a children's series.
- Created all VFX for the series.

### Lead 3D Animator - Taeps Studio

Jun 2022 - Dec 2022

- Lead character animation for a short animated film.

### 3D Generalist - Utricles Studio

Jan 2020 - Oct 2022

- Animated sequences in Maya for various scenes.

## Education

### Erasmus Mundus Joint Master's Degree (REPLAY)

*Game Design and Development*

**2024 - 2026** | Lusófona University - LUCA School of Arts - Aalto University

- Awarded full Erasmus Mundus scholarship

### Bachelor of Science in Civil Engineering

**2014 - 2019** | Obafemi Awolowo University (OAU), Nigeria

- First Class Honours - CGPA: 4.86/5.00

## Technical Skills

- **3D Animation** | Character Performance | Keyframe & Mocap
- **Game Design & Programming** | Gameplay Prototyping
- **3D Modeling & Sculpting** | Hard Surface & Organic
- **Rigging** | Character & Creature Rigs
- **VFX & FX Simulation** | Stylized & Realistic Effects

## Software Proficiency

- **Animation & Modeling:** Autodesk Maya, Blender, ZBrush
- **Game Engines:** Unreal Engine, Unity
- **VFX & Simulation:** Houdini, Maya Bifrost
- **Texturing & Painting:** Substance Painter

## Personal Skills

- Strong team collaboration and leadership
- Proactive, self-motivated, and detail-oriented
- Great communication and problem-solving skills
- Fast learner with an iterative creative mindset