

PROFESSIONAL PRACTICE PORTFOLIO

Tughu Aiyewa: 21074102

05/12/2023





HELLO, I'M TUGHU

ABOUT ME

I'm more, than an asset modeler and Augmented Reality expert; I consider myself a creative individual with a meticulous attention to detail and a genuine love for bringing characters and virtual worlds to life. It's not about constructing models for me; it's about crafting experiences that deeply resonate with people.

In addition to the aspects I possess an understanding of interactive AR frameworks particularly in the field of education. I firmly believe in the power of technology to enhance learning experiences and make education more captivating and accessible.

Ultimately I'm not simply seeking job opportunities; I'm actively searching for roles that enable me to merge my skills with my nature. My goal is to utilize my expertise in humanizing technology making it a source of inspiration for everyone.

EDUCATION

WORK SAMPLES

As part of my portfolio, I have compiled a few 2D and 3D artworks in a micro portfolio.

<https://tinyurl.com/bddn4r8p>

UNIVERSITY OF THE WEST OF ENGLAND, 2023

Master of Arts: MA Virtual and Extended Realities

UNIVERSITY OF BRADFORD, 2014

Master of Arts: MA Computer Animation and Visual Effects

BENSON IDAHOSA UNIVERSITY, 2011

Undergraduate degree: B.Sc (Hons) Computer Science, Second Class Honours Upper Division

[DOWNLOAD CV](#)

Prospective Companies

I have selected these companies aligning with my future career goals in the XR creative space and my passion for creative technology in animation, gaming, and XR.

These companies are highlighted in sections based on the industry.

ANIMATION

Aardman

<https://www.aardman.com/>

Aardman Studios has over 40 years of experience creating thrilling stories that have thrilled and charmed the world through humour and great characters we've grown to love and know.

Aardman Interactive is an arm of the studio responsible for crafting interactive experiences focussed on entertainment and educational products for web games, AR, VR and other immersive formats.

Role to Apply For:

3D Artist, AR Designer.

LinkedIn

<https://www.linkedin.com/in/aiyewatughu/>

A link to my updated profile.

Sun and moon studios

<https://sunandmoonstudios.co.uk/>

Sun and moon studios is an award-winning, creative-led production studio known for crafting content for series, commercials, explainer videos and online games. The creatively engage their audience through 2D and 3D animation.

Role to Apply For:

2D Artist, 2D Animator, 3D Artist.

Rumpus animation

<https://rumpusanimation.com/>

Based in the heart of Bristol, Rumpus animation has a reputation for creating playful and colourful worlds for 2D animation and illustrations.

Role to Apply For:

2D Illustrator, 2D Artist.

Download the Full Company list Here

<https://tinyurl.com/3wncaerx>

XR

ClassVr

<https://www.classvr.com/>

Pushing the boundaries of teaching and helping students meet their learning goals is the core of ClassVR. Through Virtual and Augmented Realities, ClassVR revolutionises the learning experience for students through engaging VR curriculum and lessons designed specifically for schools.

Role to Apply For:

AR Designer, 3D Artist.

Virti

<https://virti.com/>

This company has made experiential education affordable and accessible at the core of its mission. They tackle their problems using virtual and augmented reality combined with artificial intelligence to create realistic visualizations which would have been otherwise difficult to access physically.

Role to Apply For:

AR Designer, 3D Artist.

Personal Skills

ROLES I AM SEEKING

I am actively seeking a stimulating and creative position within the immersive technology sector that enables me to apply my extensive background knowledge in 2D and 3D art. My expertise extends to immersive technology, specifically augmented reality for mobile devices, complemented by a profound passion for education.

* 2D ARTIST

2D Illustration and Animation: Skilled in using Adobe Creative Suite (Illustrator, After Effects, Photoshop) for 2D artistic work.

* 3D MODELLER

(Environment and Assets): Proficient in industry-standard software such as Autodesk Maya, Blender, Substance Painter.

* CHARACTER ARTIST

Skilled in creating low-poly and high-poly models for VR, games and animation.

* AR CREATOR

Proficient in crafting augmented reality experiences for Android using Unity, AR Foundation, Vuforia AR SDK, and ARCore XR.

GOALS AND OBJECTIVES

AR Developer

I intend to embark on my professional journey by entering the immersive technology sector, seeking to cultivate expertise through collaborative engagements with designers and developers

AR Education

In the future, I aim to establish my own AR company specializing in the development of immersive learning applications designed to enhance the educational experience for young children.

Thought Leader

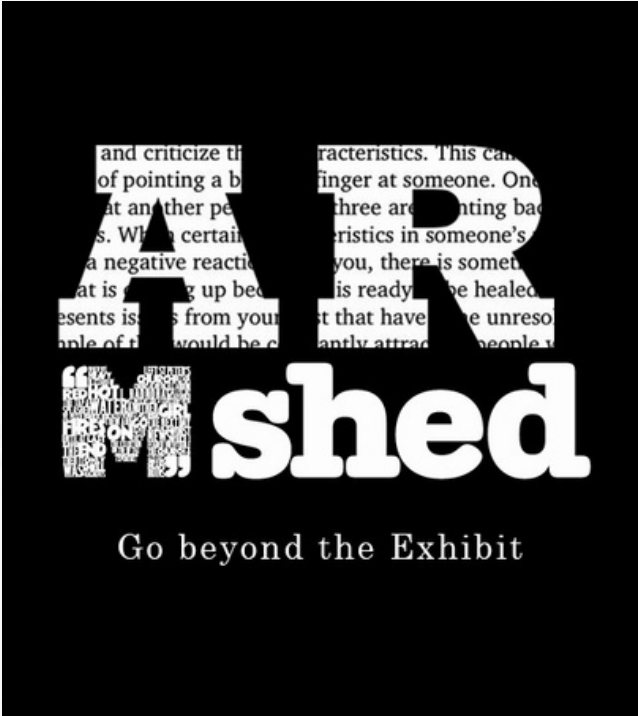
Beyond establishing an AR company, my aspirations include assuming a leadership role in the field, and advocating for the integration of immersive technology into various sectors to drive economic development, especially in developing regions globally.



PROJECT PORTFOLIO

Master’s Project

AR MShed



Tales by Moonlight



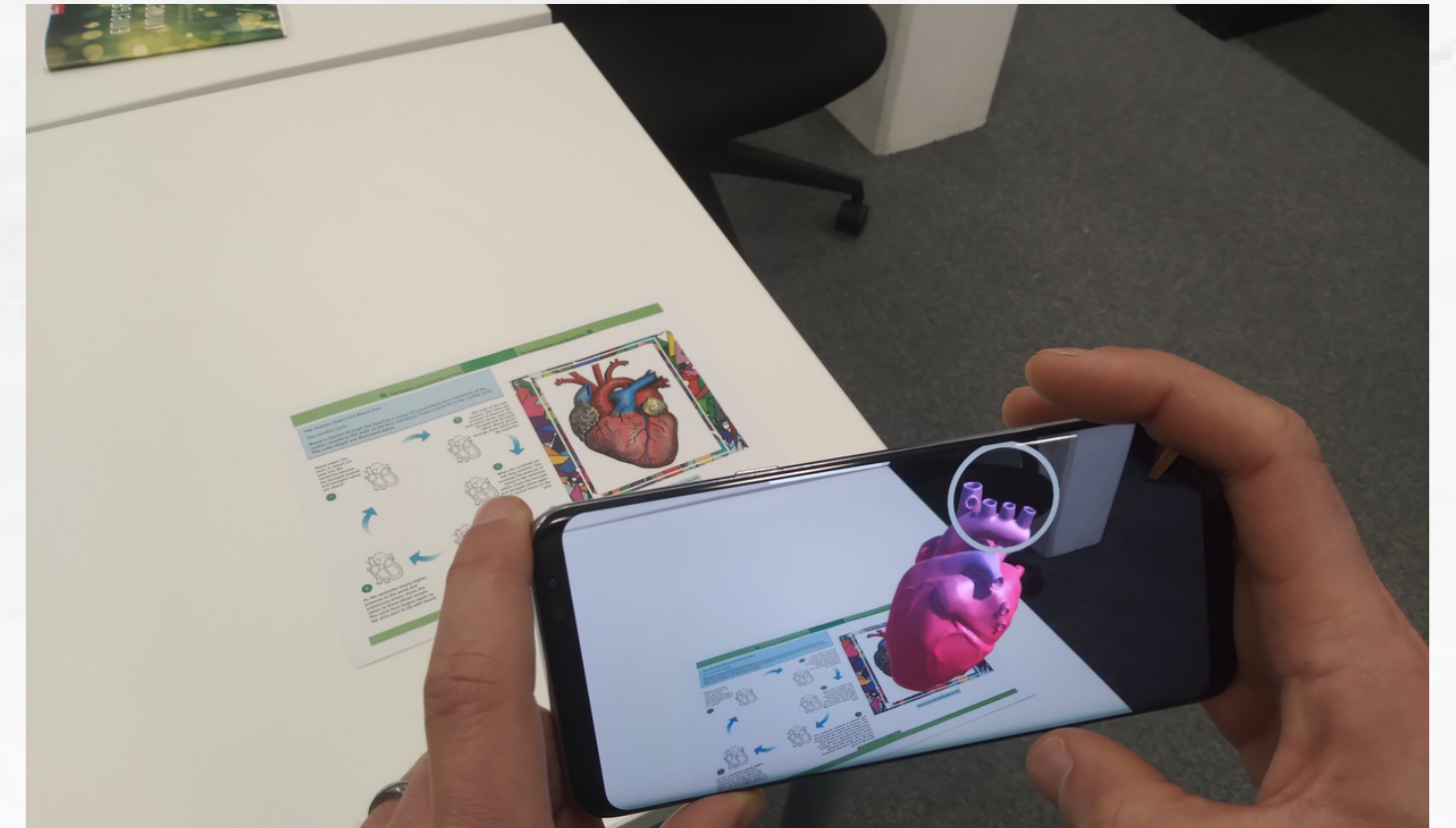
ARE: AUGMENTED REALITY EDUCATION

AR EXPERIENCE

Description

An Augmented Reality application that facilitates children's engagement through vibrant 3D models. Employing straightforward and intuitive interactions, it enables a more comprehensive exploration and understanding of various subjects.

<https://rb.gy/nu025b>



TALES BY MOONLIGHT

Role: 3D Artist

VR EXPERIENCE

Experience the mesmerizing power of ancient songs in this heartwarming story filled with lessons and surprises, where tradition meets technology for an unforgettable adventure.



AR MSHED

Role: Assistant Project Manager,
3D Artist

AR EXPERIENCE

An Augmented Reality initiative focused on augmenting existing museum exhibits with digital content to elevate visitor experiences.



**LET'S
WORK
TOGETHER**

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<https://aiyewatughu.wixsite.com/portfolio>

<https://www.linkedin.com/in/aiyewatughu/>