

TUGHU AIYEWA

191b, Coronation Road, Southville, Bristol, BS3 1RF
+44790-164-0723 | aiyewatughu@gmail.com | linkedin.com/in/aiyewatughu

BIO:

Accomplished 2D/3D artist, animator, and creative director at Wafunk Publishing, demonstrating versatility in character and environment modeling. Currently pursuing opportunities to advance my career by crafting immersive Augmented Reality experiences within the realms of creative technology and education.

EDUCATION:

University of the West of England, Bristol Master's degree: MA Virtual and Extended Realities	2023
University of Bradford, Bradford Master's degree: MA Computer Animation and Visual Effects	2013 - 2014
Benson Idahosa University, Nigeria Undergraduate degree: B.Sc (Hons) Computer Science, Second Class Honours Upper Division	2007 - 2011

WORK EXPERIENCE:

Master's Project "ARE: AUGMENTED REALITY EDUCATION"

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.
(Link to webPage)

Wafunk Publishing | United Kingdom

Creative Director | Aug 2022 - Present

- Developed and implemented 2D design and animation pipelines, ensuring efficient workflows and optimal project outcomes.
- Directed and supervised a team artist to deliver high-quality 2D animation and print media projects on time and within budget.

Venu3D | California, United States

3D Artist | Jan 2022 - Jan 2023

- Collaborated with the art director to conceptualize and implement visually stunning 3D environment that met VR project specifications.
- Spearheaded the modification of existing avatars 2D facial features to a fully 3D modeled, rigged and animated system.
- Utilized technical skills to optimize assets and characters for VR platforms, ensuring seamless integration and optimal user experiences.
- Worked closely with the development teams to ensure seamless integration of 3D assets, maintaining a balance between artistic vision and technical requirements.

Carbon Animation Studio | Lagos, Nigeria

CG Artist | Jun, 2018 - Jan 2022

- Translated conceptual ideas into captivating 3D assets and characters for advertising campaigns and explainer videos, enhancing brand visibility and market presence.
- Worked closely with the creative director to understand client requirements and deliver visually compelling 3D assets for digital media.

Seyenapase | Singapore

3D Generalist | May, 2017 - Aug, 2018

- Translated conceptual ideas into captivating 3D assets and characters for advertising campaigns and explainer videos, enhancing brand visibility and market presence.
- Worked closely with the creative director to understand client requirements and deliver visually compelling 3D assets for digital media.

RELEVANT PROJECTS:

Reasonable Adjustment

VR | 3D Artist | Nov, 2023

- 'Reasonable Adjustments' is an interactive VR narrative experience that sees you embody Gemma, a person who is dyslexic.
([Link to webpage](#))

Tales By Moon Light

VR | 3D Artist | Nov, 2023

- An African folktale brought to life in virtual reality.
([Link to webpage](#))

AR M SHED

AR | Assistant Project Manager, 3D Artist | May, 2023

- An Augmented Reality initiative focused on augmenting existing museum exhibits with digital content to elevate visitor experiences.
([Link to webpage](#))

SKILLS:

- 3D Modeling (Character, Environment and Assets): Proficient in industry-standard software such as Autodesk Maya, Blender, Substance Painter.
- 2D Illustration and Animation: Skilled in using Adobe Creative Suite (Illustrator, After Effects, Photoshop) for 2D artistic work.
- VR/AR Asset Creation: Experience in developing assets, environments and characters both VR and AR platforms, optimizing for performance and user interaction.
- AR Development: Experience in developing AR experiences using Unity and Vuforia.
- Collaboration: Adept at working closely with cross-functional teams to bring creative visions to life.
- Project Management: Proven ability to manage multiple projects simultaneously, meeting deadlines and maintaining high-quality standards.

As a skilled 3D artist with a profound background in 2D illustration and animation, coupled with hands-on experience in creative projects for animation, product design, and explainer videos for digital marketing campaigns, I bring a unique blend of artistic vision and technical proficiency to any team. My commitment to fostering immersive experiences led me to pursue a Master's in Virtual and Extended Realities at the University of the West of England.

Throughout my academic tenure, I broadened my skill set, acquiring proficiency in creative storytelling and technical expertise in developing augmented reality experiences using Unity and Vuforia. One standout project that I found deeply invigorating involved addressing challenges related to artefact ownership in UK museums, where I worked closely with a team in developing an augmented reality solution that enhanced user engagement and empowered artefact owners.

This experience honed my problem-solving and project management skills and fuelling my next creative endeavours: crafting immersive and engaging user experiences within the realm of learning and education. My present career trajectory is directed towards leveraging these skills to create immersive and engaging user experiences within the realm of learning and education.

I attached my CV and samples of my past works can be found on my website: aiyewatughu.xyz

Thank you for considering my application. I look forward to the opportunity to discuss how my skills and experiences align with the needs of your organization.

Sincerely,

Tughu Aiyewa