TUGHU AIYEWA

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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   **2023**
Master's degree: MA Virtual and Extended Realities

University of Bradford, Bradford   **2013 - 2014**
Master's degree: MA Computer Animation and Visual Effects

Benson Idahosa University, Nigeria   **2007 - 2011**
Undergraduate degree: B.Sc (Hons) Computer Science, Second Class Honours Upper Division

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.
  https://tinyurl.com/vrv8kard

Tales By Moon Light

VR | 3D Artist | Nov, 2023

- An African folktale brought to life in virtual reality.
  https://tinyurl.com/yhb6yv2y

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.

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