

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 expanded my skill set by acquiring proficiency in creative storytelling and developing technical expertise in augmented reality (AR) experiences. I learned how to utilize tools such as Unity, AR Foundation, Vuforia AR SDK, and ARCore XR to create AR applications and experiences. A notable project, which I found deeply invigorating, centred around addressing challenges related to artifact ownership in UK museums. In this project, I collaborated closely with a team to develop an augmented reality solution that not only enhanced user engagement but also empowered artifact owners. Additionally, I gained foundational knowledge in C# scripting to implement functionalities tailored to the specific requirements of my projects.

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](http://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