



DOLAPO OKUBOYEJO



dloomz



Dolapo Okuboyejo



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LOCATED IN LONDON (ABLE TO TRAVEL)

GDPR STATEMENT: I give full consent for my CV to be kept on file and shared for employment purposes.

I am currently studying 3D Animation and VFX at the University of Hertfordshire. I absolutely love everything to do with film and the magic behind it! I'm eager to get involved in the industry and I understand the hard work needed to do that. I'm reliable, flexible and very quick to learn new things!



EXPERIENCE

FRAMESTORE

VFX HOUSE | ATD INTERN (JULY-AUGUST 2026)

Worked as an Assistant technical director for multiple shows, Aided with asset and camera ingestions into the Framestore pipeline and helped troubleshoot issues artists had with software. Navigated using terminal commands and coded Python tools to help speedup workflow.

PADDINGTON 3,

STUDIO CANAL FILM | VFX PA (2023)

Assisted with VFX data wrangling, worked and handled VFX Stuffies. Operated a witness camera, helped shoot HDRIS. Worked with a radio, fully radio-trained. Consistent craft runs to aid the crew.

COFFEE AND TV

POST-PRODUCTION HOUSE | STUDIO RUNNER (JULY 2022)

Front of house role, working with clients and staff to provide refreshments, completed errands for the clients and staff. Organising media hard drives to ensure that footage is available to clients and staff. Applied knowledge of Microsoft Office to manage scheduling/stock.



EDUCATION

UNIVERSITY OF HERTFORDSHIRE

BA VFX AND ANIMATION (SEPTEMBER 2023 – CURRENTLY)

I am currently studying VFX at the University of Hertfordshire, using software like Nuke, Houdini and Maya.

LONDON SCREEN ACADEMY

UAL LEVEL 3 EXTENDED DIPLOMA IN CREATIVE PRACTICE (2021 – 2023)

Gained a distinction grade during Year 12

Gained an A* in EPQ and a high distinction in my Extended Diploma during Year 13.

Learnt how to utilise cameras such as the Sony A711 & Sony PXW FX9



OTHER SKILLS

SOFTWARE:

Maya, Houdini, Nuke, Mari, ZBrush, Blender, Adobe, Unreal Engine, Substance Painter

OTHER:

Proficient in Python, Intergrating QT to create clean and functional UI



DLOOMZ/ORIONTECH

A startup system for my final year film's pipeline. Allows artists to load their custom preferences on university systems ranging from software to system preferences.



DLOOMZ/SCENECONSTRUCTOR

An asset manager that utilises USD to save and load shots, animations as well as assets and their variants. The goal is to make project management easier.