

UTIBE DANIEL EBONG

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Synopsis

Having embarked on my journey in the design and creative industries around six years ago, my foremost ambition has always been to catalyze a profound upheaval in the prevailing norms. Over the years, I have been fortunate enough to engage with a diverse range of private enterprises and governmental bodies, an experience that has not only bolstered my adeptness but also honed my dexterity. Presently, I stand prepared to assimilate novel knowledge, acclimate to paradigm shifts, and venture far beyond the confines of my conventional comfort zone. These are the very bedrocks of my personal growth, enabling me to flawlessly execute tasks with unrivaled precision.

Core Skills : *Maya, 3Ds Max, Plasticity, Cascardeur, Marvelous Designer, Substance Painter, Fusion, Houdini, Vray 5, Corona, Redshift, Arnold, Catia, Autodesk AutoCAD, Keyshot, Revit architecture, AutoCAD.*

Work experience

2023.06 Band Masters– Dubai.

1. Lead Team manager
2. Product Designer
3. Amazon Listing visualizer

2023.02 Blueberry Studios– China, Shanghai.

1. Lead 3D character modeling
2. Artist for the game production environment of War of the Ancestors
3. Game development

2023.01 Blockstars– South Korea, Korea.

1. Lead Gaming Team Manager
2. Powerball game 3D development
3. Realistic 3D prop creator.

2022.06 Band Masters– China, Shenzhen

1. Lead Team manager
2. Product Designer
3. Amazon Listing visualizer

2021.08 Signalytics Advertising Agency– USA.

1. 3D modeling
2. 3D scene of product display and advertising
3. Product design and advertising
4. Brand thinking and Amazon product listing strategy

2021.11 - 2022.3 Berlin Brand Group 3D Modeler
– China, Shenzhen

1. 3D modeling of physical products
2. 3D scene of product display and advertising
3. Product design and design thinking
4. Brand thinking and Amazon product listing strategy

2014.9 – 2017.11 Daise 3D Studio 3D Artist and Modeler – Nigeria, Lagos

1. Create and modify textures in 3D models, 3D scenes in Maya and 3Ds Max
2. Work with 20+ models on 3Ds Max and render using the vray rendering engine.
3. Integrating the Redshift renderer into my workflow, over 30+ productions to speed things up.
4. Successfully designed and demonstrated automated table design with Catia, textured and rendered in Keyshot software.
5. Animations and keyframes for AAT tables used for product advertising and production.

2013.4 – 2014.6 Otto Trinity Studio Product Designer – Nigeria, Akwa-Ibom

1. Work with teams on product design thinking and conceptualization.
2. Identify and connect new and existing suppliers to maximize product efficiency by

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| working with them to maximize profits for new and existing product lines. | manufacturing accuracy and reduce returns by specifying the correct installation. |
| 3. Writing manufacturing documentation, including build instructions, instructions for use, and submittal forms, can help improve | 4. Product design problem solving |
| | 5. Implement new design techniques to reduce production while reducing headcount. |

Accomplishment

1. Through concerted team efforts, we achieved a near-flawless design efficiency of almost 95%.
2. By synergistically utilizing team efforts and fostering an environment conducive to idea sharing, we successfully resolved a staggering 80% of design problems, resulting in the creation of designs that are both ergonomic and organic while ensuring maximum efficiency.
3. Armed with extensive proficiency in an array of software and rendering engines, we adeptly classified projects into priority levels, determining the ideal software for each. This meticulous categorization empowered us to craft customized workflows for each project, enabling us to adeptly navigate the challenges that often accompany project management from a design standpoint.

Accomplishment At Daz

1. Spearheaded the development of a cutting-edge 3D rendering technique, resulting in significantly enhanced visual quality and realism for client projects.
2. Implemented standardized workflows and templates for the creation of 3D product designs, streamlining the design process and reducing turnaround time by 30%.
3. Collaborated closely with the BIM team to integrate 3D renderings seamlessly into the architectural models, resulting in enhanced visualization and improved client communication.
4. Successfully completed a high-profile project for a prominent client, delivering an exceptional 3D rendering that exceeded their expectations and garnered praise from both the client and senior management.
5. Demonstrated excellent problem-solving skills by troubleshooting complex technical issues in Daz Studio software, ensuring smooth project execution and minimizing downtime.
6. Proactively researched and implemented new plugins and tools, staying up-to-date with industry advancements and leveraging innovative techniques to enhance the quality and efficiency of 3D renderings.
7. Acted as a mentor to junior artists, providing guidance and training in Daz Studio tools and techniques, resulting in improved skill sets and increased productivity within the team.
8. Recognized for creativity and attention to detail, consistently delivering renderings that met or surpassed client expectations while maintaining project deadlines.
9. Collaborated with the marketing team to create visually compelling promotional materials, resulting in increased client engagement and sales leads.
10. Received commendations from clients for exceptional communication and client service, building strong, collaborative relationships that resulted in repeat business and referrals.

Accomplishment At Brand Masters

1. Skilled in creating high-quality 3D renderings, I enhanced the visual appeal of various Amazon listings, effectively attracting potential customers.
2. Utilizing my creativity and expertise, I developed captivating and visually appealing product designs for Amazon FBA items. These designs not only increased sales but also garnered positive reviews from satisfied customers.

3. Collaborating with cross-functional teams, I played a key role in designing innovative and attention-grabbing packaging for Amazon FBA products. This contributed to improved product presentation and enhanced brand recognition.
4. Through the implementation of efficient workflows and streamlining of the 3D rendering process, I significantly improved productivity and reduced turnaround times for projects.
5. Consistently exceeding expectations, I received consistent positive feedback from both clients and colleagues for delivering top-notch 3D renderings and product designs that met and surpassed their requirements.

Education

2010.4 – 2014.12 **BSc Architecture** University of Uyo – Uyo, Akwa-Ibom Nigeria

2015.4 – 2017.9 **Product Design and Automation** University of Leicester – United Kingdom, Europe

2018.3 – 2021.12 **BSc Civil Engineering** Liaoning Shiyu University – Liaoning China, Asia

Professional certifications

2015.12 Goethe Institute – Gelman Language Certificate B1

2019.3 – 2019.12 3D with 3Ds Max and Autodesk Maya animation

2020.1 – 2020.3 Udemy - Advanced texturing and rendering with vray

2022.2 – 2022.3 Introduction to animation in Udemy - Maya 2022

2020.1 – Present Udemy - 3D Animation and Modeling Masterclass | From beginner to advanced

2023.4 – Present Udemy - 3D Animation and Modeling Masterclass

2023.6 – Present Udemy – Game integration

Awards and honors

2016.6 Berlin Brand Groups - Employee of the Month

2016.6 Daisy 3D Studio - Team Management Ward

2018.5 ASCE AutoCAD - Skills Competition

2020.4 Liaoning Institute of Petrochemical Technology - HOD ITC Department A Grade Award

2021.8 Liaoning Shihua University - CAD Class Tutoring Organization

2021.4 Liaoning Shihua University - Design Award

Volunteering and freelancing

2021.12 – So far, Brand Master – Shenzhen, China

1. Product modeling and visualization
2. 3D model composition and art direction

Professional Membership

Since 2018 ASCE - Institution of Civil Engineers (Student Member)

Since 2013 NIA - Association of Architects in Nigeria

Soft skills

1. Leadership prowess
2. Efficient teamwork
3. Organizational finesse
4. Meticulous attention to detail
5. Adaptive mindset
6. Exemplary detail orientation
7. Mastery of project leadership and organization
8. Sharp problem assessment
9. Timely deadline adherence
10. Unwavering work ethic

Technical skills

CAD design, modeling, Texturing, Design Thinking, Visualization, Architectural Design, Structural Design.

Language skills

English – Native (A1)

Efik - Native) (A1)

German Intermediate (B1)

Chinese Intermediate (HSK3)

Hobbies: Photography: Travelling, Computer games, Reading, Cooking, Swimming.

1. **3D printing:** Explore the world of additive manufacturing by creating your own designs and bringing them to life using a 3D printer.
2. **Game design:** Develop your own video games, including designing characters, environments, and creating interactive experiences.
3. **Digital sculpting:** Experiment with digital sculpting programs like ZBrush or 3Ds Max to create intricate 3D sculptures and character designs.
4. **Prototyping:** Use your engineering skills to prototype new product ideas, refining and iterating designs until you achieve a functional and aesthetically pleasing result.
5. **Virtual reality (VR) development:** Dive into the exciting field of VR and develop immersive experiences through 3D modeling, texturing, and programming.
6. **Diorama making:** Combine your artistic skills with engineering techniques to create detailed miniature models of landscapes, cityscapes, or specific scenes.
7. **Robotics:** Combine my engineering knowledge with 3D modeling to design and build robots or robotic parts.
8. **Animation:** Explore the art of animation, whether it's creating short animated films or designing animated characters and objects.
9. **Architectural visualization:** Use your 3D modeling skills to create realistic visualizations of architectural designs, helping architects and designers bring their concepts to life.
10. **Product design:** Utilize your engineering skills to design and create physical products, from furniture to consumer electronics, using 3D modeling software.