UTIBE EBONG

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Lagos, Nigeria

Summary

Professional 3D Artist with over 6 years of experience creating high quality game ready props, architectural visualizations, and product renders. Skilled in building production ready assets, leading small teams, and delivering visuals that balance technical accuracy with strong visual storytelling.

My work focuses on creating production ready assets that balance realism, performance, and strong visual storytelling. I have experience modeling and texturing game ready props, producing architectural renders, and building high quality product visuals for marketing and e commerce platforms.

Beyond asset creation, I have led small creative teams, collaborated with developers and designers, and continuously refined workflows to improve quality and efficiency.

I enjoy building tools and pipelines that enhance realism, reduce repetitive work, and elevate final output quality.

Skills

3Ds Max • 3D Modeling for Games and ArchViz • Substance Painter • Maya • Marmoset Toolbag • UV Mapping • PBR Texturing • Hard Surface Modeling • Team Leadership

Experience

Prop Artist and Visual Designer — The Jaybotton Artistry

January 2025 • Present

Lead Prop and 3D visualization
- Create high converting Archviz renders
- Manage and coordinate a Large creative team
- Improve visual consistency and Prop Modeling across projects

Lead Team Manager, Product Designer & Amazon Listing Visualizer — Band Masters

June 2022 • January 2023

Lead product design and 3D visualization for Amazon listings
- Create high converting product renders and presentation scenes
- Manage and coordinate a small creative team
- Improve visual consistency and brand presentation across products

Lead 3D Character Modeling Artist — Blueberry Studios

January 2023 • July 2025

General 3D artist for indie game projects

- Managed game art teams and production schedules
- Created realistic and stylized props for game environments
- Ensured assets met performance and visual quality standards

3D Modeler & Product Designer — Berlin Brand Group

March 2020 • July 2022

Product Designer and 3D visualizer for consumer products

- Modeled consumer products and created marketing visualization scenes
- Delivered clean topology and render ready assets
- Supported branding and advertising campaigns with 3D visuals

3D Modeling & Advertising Specialist — Signalytics Advertising Agency

November 2021 • July 2025

Product Designer and 3D visualizer for consumer products

- Created 3D advertising visuals for digital campaigns
- Designed product focused scenes for marketing and e commerce

Education

Bachelor in Civil Engineering

Liaoning Shihua University • 2018 - 2022

Specialized Building Calculations, Design and art with honors

Certifications

• Unreal Engine Certified Developer

• Substance Painter Masterclass Certificate

• CGMA Hard Surface Modeling

Recommendations

Recommendations available upon request.