YOMI ADENUGA

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SKILLS

- **Software:** Maya, Nuke, Mari, Slim, Houdini, Zbrush, 3Dcoat, Substance, Unreal engine, Mentalray, Renderman, After Effects, & Adobe Creative Suite.
- **Languages:** Knowledgeable in C++, Python, RSL(renderman shading), and MEL
- **Operating system:** Linux, Windows, Mac OSX

EDUCATION

Texas A & M University, College Station, TX   Aug 2013 – Dec 2015
Master of Science, in Visualization/Computer Graphics   GPA 3.75

Covenant University, Ota, Ogun state, Nigeria
Bachelor of Science, Honors in Building Technology   Sept 2005 – July 2010

RELEVANT COURSES / CERTIFICATION

- Lighting Directed Study with Dreamworks Industry Professional: Carousel at a Night time scenery
- Rendering & Shading (VIZA 616): Painterly styled rendering of a 3D scene
- Digital Compositing(VIZA 665): Composite of a CG animated character in a real world scene
- Icon Photography School (IPS), Online Photography Training: Introduction to Digital Photography

PROFESSIONAL EXPERIENCE

Lighting & texturing intern
Graphic Creative, Inc. San Diego, CA   June 2015 – Aug 2015
Responsible for texturing of character models, environment and lighting on multiple company projects

Graduate teaching assistant
Dept. of Visualization, Texas A&M University, TX   Sept. 2014 – present
Teaching assistant for undergraduate Digital photography class. Graded & monitored student projects

Project Coordinator
Institute for Applied Creativity, College Station, TX   Jan. 2014 – May 2014
Planned & coordinated student projects at Texas A&M for exhibits during the USA Science & Engineering Festival (USASEF) in Washington DC.

Lead Photographer
Wale Adenuga Photography studios, Lagos Nigeria   Oct. 2010 – Jan. 2015
Organised and conducted studio/location photo-shoots for clients and photography training sessions.

Photojournalist
Texas A&M University Student Media, College Station, TX   Oct. – December 2013
Conducted photo – shoots for public & sporting events, art exhibits and feature portraits on daily publication of newspaper: The Battalion.

PROJECTS

Visualization student project, Texas A&M University, TX
Lighter & compositor   May 2014 – June 2015
Lighting & Compositing shots for two graduate student's MFA animation. Titled: 'WAKE' & 'STAGE FRIGHT'

Summer Industry Course project with DreamWorks Animation
Layout lead & assist lighting artist   June 2015 – Aug 2014
Responsible for Viz dev of environment, set-dressing, storyboard/animatic, all previz & Final layout Design.
Assisted in animating, lighting of shots and all compositing for the whole animation short in NUKE

ACHIEVEMENTS AND LEADERSHIP

- DreamWorks Animation & Aggie Alumnus Scholarship 2015
- Top 40 Finalist at 2015 CG Student Awards. People's Choice Category
- International Texas Public Education Grant for 2015/2016
- Instructor at NUKE workshop conducted by ACM TAMU SIGGRAPH chapter 2015
- Visualization Department Strategic Scholarship, 2013

REFERENCES

- Dave Walvoord, VFX Supervisor at DreamWorks Animation – dave.walvoord@dreamworks.com
- Ann McNamara, SIGGRAPH Submissions Committee Chair – ann@viz.tamu.edu
- Carol LaFayette, Professor at Department of Visualization, Texas A&M – lurleen@viz.tamu.edu