YOMI ADENUGA

www.yomiadenuga.com | yomiadenuga@gmail.com | Phone: +1 832-273-3948

SKILLS

- *Software:* Maya, Unreal engine, Nuke, Mari, Zbrush, 3Dcoat, Substance, Houdini, Arnold, Redshift, Renderman, Mental ray, After Effects, Davinci Resolve, Photoshop & Adobe Creative Suite.
- *Languages:* Knowledgeable in basic Python and MEL scripting
- *Operating system:* Linux, Windows, Mac OSX

EDUCATION

Texas A & M University, College Station, TX   Aug. 2013 – Dec. 2016

Master of Science, in Visualization/Computer Graphics   GPA 3.77

Covenant University, Ota, Ogun state, Nigeria

Bachelor of Science, Honors in Building Technology   Sept. 2005 – July 2010

PROFESSIONAL EXPERIENCE

Lead Lighting & Compositing Artist

Nickelodeon Animation studio, CA (Albert)   May 2016 – Aug. 2016
- Created and setup beauty lighting, AOVs and deep pass for shot to shot lighting files (Maya).
- Trouble-shot renders for technical problems (Redshift & Rush).
- Composited final look, fixes and re-colored characters and environments for shots assigned (NUKE)

Lighting & Compositing Artist

Nickelodeon Animation studio, CA (Teenage Ninja Mutant Turtles)   Jan. 2016 – Aug. 2016
- Created and trouble-shot light rigs for sets and characters for each show episode (Maya).
- Rendered and Composited beauty and backgrounds for weekly asset reviews with the director (Mental ray & NUKE).

Graduate teaching assistant

Dept. of Visualization, Texas A&M University, TX   Sept. 2014 – Dec. 2015
- Created content & lecture footage for an undergrad digital photography class. (After Effects & Vegas Pro).
- Graded student's weekly projects, mid-terms and final project submissions during the semester course.

Lighting & texturing intern

Graphic Creative, Inc. San Diego, CA   June 2015 – Aug. 2015
- Textured characters and environments and lit shots for commercial animated projects. (Mari & Photoshop).
- Lit and composited 3D environments into live music video projects.(Mental ray & NUKE)

Lead Photographer

Wale Adenuga Photography studios, Nigeria/USA   Oct. 2010 – Jan. 2015
- Organised & photographed portraits of clients for studio based and on-set location photo-shoots.
- Edited final images for client delivery and conducted photography training sessions for beginners.

Photojournalist

Texas A&M University Student Media, College Station, TX   Oct. 2013 – Dec. 2013
- Photographed sporting events, art exhibits & portraits for daily publication of "the Battalion" newspaper.

RELEVANT COURSES / CERTIFICATION

- Lighting Directed Study with Visual FX Supervisor: Dave Walvoord, at DreamWorks animation (Mental ray).
- Rendering & Shading (VIZA 616): Painterly styled rendering of a 3D scene (Maya, Slim, & Renderman).
- Digital Compositing (VIZA 665): Composite of CG animated characters in a real world scene (Maya, NUKE).
- Icon Photography School (IPS), Online Photography Training: Introduction to Digital Photography

PROJECTS

Master's thesis, Texas A&M University   January 2015 – Present
- Adapting cinema & theatrical lighting to direct attention in Virtual Reality story scenarios (Unreal Engine)

Lighting Co-lead & Layout lead, Summer project at DreamWorks Animation   June 2014 – Aug. 2014
- Collaborated on 30 sec animation with DreamWorks Animation artists (Accepted at SIGGRAPH 2015 dailies)
- Created all pre-viz, final layout, character animation, lighting & all final compositing (Maya, MR, & NUKE).

ACHIEVEMENTS AND LEADERSHIP

- DreamWorks Animation & Aggie Alumnus Scholarship 2015
- Presenter at SIGGRAPH dailies 2015: an animated short made at Texas A&M with DreamWorks Animation
- 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