

# Olayimika A. Alade

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## EDUCATION

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| Florida Interactive Entertainment Academy (FIEA)<br>University of Central Florida, Orlando, FL<br><b>Master of Science in Interactive Entertainment</b> | Graduated 2008 |
| University of Florida, Gainesville, FL<br><b>Bachelor of Arts in Visual Art Studies</b><br>Minor in Art History   | Graduated 2007 |
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## SKILLS

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- 3D modeling – Maya 8.5, Zbrush 3.1
  - Video – After Effects, Adobe Premiere, Final Cut Pro
  - Texturing – Photoshop CS3, Crazy Bump
  - Vector Art – Flash CS3
  - Gaming Engine Art Pipeline – Panda, Gamebryo, XNA
  - File Networks – Perforce
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## WORK EXPERIENCE

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| <b>Zephyr: Tides of War (FIEA)</b><br><b>Lead Artist/Artist</b><br>Responsible for: <ul style="list-style-type: none"><li>• Creating the artistic style</li><li>• Designating art task to other artist on the team</li><li>• Making sure the style of the game fits the design</li><li>• Getting the pipeline information for Gamebryo to the artist</li><li>• Character modeling and texturing</li><li>• Environment modeling and texturing</li><li>• Duties of lead lighter and concept artist</li></ul> | 2007 - Present |
| <b>Morphin' Marvin (Atom Development); Lead Artist/Artist</b><br>Responsible for: <ul style="list-style-type: none"><li>• Creating artistic style for shockwave.com flash game</li><li>• Creating the art assets and animations</li><li>• Determining how the style fits the producer's design</li></ul>   | 2008-Present   |
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## AWARDS & PUBLICATIONS

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- Microsoft Dream Build Play contest**  
Won 3<sup>rd</sup> place with the game Hippocrates's Dilemma (artist)
- Shockwave.com Flash Game Contest**
- Runner up with Jyn-March (now known as Morphin' Marvin)
  - Game being officially released Fall '08 on Shockwave.com
- National Honor Society**  
Inducted at the University of Florida
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## WEBSITE

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- <http://www.fiea.ucf.edu/~oalade>