

Olayimika A. Alade

EDUCATION

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

- 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

Zephyr: Tides of War (FIEA) 2007 - Present
Lead Artist/Artist

Responsible for:

- Creating the artistic style
- Designating art task to other artist on the team
- Making sure the style of the game fits the design
- Getting the pipeline information for Gamebryo to the artist
- Character modeling and texturing
- Environment modeling and texturing
- Duties of lead lighter and concept artist

Morphin' Marvin (Atom Development); Lead Artist/Artist 2008-Present

Responsible for:

- Creating artistic style for shockwave.com flash game
 - Creating the art assets and animations
 - Determining how the style fits the producer's design
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AWARDS & PUBLICATIONS

Microsoft Dream Build Play contest

Won 3rd 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

WEBSITE

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