

Chidi Mbadugha

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QUALIFICATIONS

3D Studio Max

Maya

Mental Ray

Vray

Zbrush

Mudbox

Substance Painter

Quixel Suite

Adobe Photoshop

Adobe After Effects

Unreal 4

Unity

PLATFORMS

Microsoft's Hololens

Samsung HDM Odyssey

Samsung GearVR

XboxOne

Xbox 360

PC

Wii

Playstation 2

Playstation Portable

WORK HISTORY

Feb. 2017 – Present

3D ARTIST II / 3D GENERALIST

Aquent LLC – Launch Vector Labs (MRS)

Issaquah, WA

Content creation for Hololens and other mixed reality devices. Role involves wearing many hats. Heavily involved in all phases of 3d asset creation and optimization for varied Hololens applications. 2D concepts, Modeling, Animating, Lighting, Texturing, workarounds for technical limitations.

Working along side as well as delegating tasks to other 3d Artists on large application creation.

Create pre-rendered animations for better visualization of specific areas of applications. Create high resolution beauty renders of high and low polygon assets for showcases and client meetings/updates.

Created guidelines for Hololens 3D content creation and best practices with consideration to visuals and performance, primarily in Unity. Delivered tech talk on content creation and optimization.

Create highly detailed layered 2D template for monthly video newsletter for use in After Effects.

3D Environment lighting and large scene management.

Aug. 2014 – Feb. 2016

ENVIRONMENT ARTIST II / CAR ARTIST

Aquent LLC – Microsoft Game Studios – Turn 10

Seattle, WA

Object modeling and texturing for a PBR lighting system. Track optimization, Asset QA, working with external vendors on incoming assets and making sure they were up to the required quality
New track tech research and development and new asset implementation into tracks.

Mar. 2013 – Mar. 2014

ENVIRONMENT ARTIST II

Aquent LLC – Microsoft Game Studios – Turn 10

Seattle, WA

Shader and texture creation and optimization. Car and Track asset creation and optimization.

Jan. 2013 – Feb. 2013

ENVIRONMENT ARTIST/LIGHTING ARTIST/CHARACTER MODELER

Kaiser Permanente – Portland, OR

Offsite contract job – create fully animated and realized game show

Concept and creation of 3d game quiz show for internal use. Model, texture lighting.

Jan. 2012 – Jan. 2013

ENVIRONMENT ARTIST/3D GENERALIST

Aquent LLC – Microsoft Game Studios – Turn 10

Seattle, WA

Model and texture realistic track assets for a physically based lighting system for unannounced title.
Shader creation and optimization. Material optimization.

May. 2011 – Dec 2011

3D ENVIRONMENT TRACK ARTIST

Aquent LLC – Microsoft Game Studios – Turn 10

Seattle, WA

Model and texture realistic track assets for in game use. Shader optimizations, asset upressing, asset creation, asset optimization. Texture creation and optimization of current in game textures.

Apr. 2011 – May. 2011

LOCALIZATION ARTIST

HER Interactive

Bellevue, WA

Localized textures for French and Japanese versions current Nancy Drew game.

Updated animated sequences in Adobe After Effects.

Sept. 2010 – Feb. 2011

3D ENVIRONMENT TRACK ARTIST

Aquent LLC – Microsoft Game Studios – Turn 10

Seattle, WA

Model and texture realistic track assets for in game use. Shader optimizations, asset upressing, asset creation, asset optimization

Nov. 09 – Sept. 2010

SEARCH JUDGE

Aquent LLC – Microsoft Commerce - BING

Seattle, WA

data analysis and management, provided info for search engine optimization

judged search engine query results

Aug. 08 – Oct. 09

FREELANCE DESIGNER

GreenWave Games

Ballard, WA

Created Logo and Box Art for start up game company
Created manual and box art for Deadliest Catch PC game.

Jun. 08 – Jun. 09

3D ENVIRONMENT TRACK ARTIST

Aquent LLC – Microsoft Game Studios – Turn 10
Seattle WA

Model and texture realistic track assets for in game use.

Oct. 07 – Jan 08

3D ENVIRONMENT ARTIST

Flowplay Inc. Seattle WA

Modeled, textured and lit high poly realistic pre-rendered backgrounds for unannounced title.
Created custom shaders for said environments, also created lighting solutions for specific scenarios. Used Mental Ray and Brazil.

May 07 – Sept. 07

CHARACTER ARTIST - TEXTURE ARTIST

Pipeworks LLC - Portland, Oregon – Telecommute

Modeled and textured character models for the PlayStation 2 version of Godzilla Unleashed.

Adjusted textures for both the Wii and PS2 versions of the game.

Jan 06 – Jan 07

Aquent LLC

3D ENVIRONMENT ARTIST - Microsoft Game Studios

Created normal maps, ambient occlusion maps and specular maps.

Tuned splines that controls the AI for additional cars on tracks.

Modeled and textured race day objects – tents ez-ups, generators, tool sheds etc.

Optimized light maps and texture maps. Also Worked as general “floater” assisted multiple track leads with various areas of track production and optimization.

Nov 04 - Sept 05

3D ENVIRONMENT ARTIST

Zipper Interactive, Redmond, Washington

Worked on Socom III and Socom: Fire Team Bravo (PSP title). Provided modeling support to art

lead on Socom III in the form of creating and texturing unique objects, populating and texturing

bare environments. Worked as one of five Senior Environment Artists on Socom: FTB. Created several

levels currently used in the game. Assisted with modeling and texturing objects for other levels.

June 02 - Dec 02

TEACHING STAFF

DigiPen Institute of Technology

Taught freshman class basics of texturing and 3D Animation using 3Dstudio Max.

Assisted with 3D summer workshop. Managed classes during instructor's leave.

EDUCATION

June 01 - Apr 03

DigiPen Institute of Technology

Associate Of Applied Arts in 3D Animation and Design

Sept 98 - June 00

Valencia Community College, Florida

Award of Achievement in Graphics Design Technology

Sept 91 - June 96

DeCarteret College, Mandeville, Jamaica

Certificate of Graduation with Outstanding Performance in Arts

HOBBIES

Basketball, Soccer, Tennis, Building computers,vocalist (Reggae)