

Chidi Mbadugha

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QUALIFICATIONS

3D Studio Max
Zbrush
Mudbox
Quixel Suite
Adobe Photoshop
Unreal 4
Maya
Mental Ray
Vray

PLATFORMS

XboxOne
Xbox 360
PC
Wii
Playstation 2
Playstation Portable

WORK HISTORY

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 OA, 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 stat 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)