



# FUMI OSHODI

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## Summary

3D Lighting Artist with talent for Realtime Lighting and Rendering. Strong knowledge of Photorealism and Visual Storytelling. Communicative and team-oriented with proficiency in Unreal Engine.

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## Skills

- Unreal Engine
- Substance Designer/Painter
- Adobe Photoshop
- The Foundry Nuke
- Autodesk Maya
- Pixologic zBrush

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## Experience

### Mid-Level Game Artist 10/2019 - 01/2021

Leidos | San Antonio, TX

- Created Realtime Lighting in Unreal Engine for Pre-Load level of game, Lighting for Interactable and Baked Lighting
- Shader Development in Unreal Engine and Substance Designer
- Worked closely with team members to deliver project requirements, develop solutions and meet deadlines.
- Utilized polygonal modeling methods and digital sculpting to accurately represent images in Maya and zBrush
- Composed both high and low-resolution 3D models for production.
- Collaborated with writers and producers to translate visions into visuals

### Freelance Product/Render/Lighting Artist 06/2019 - 07/2019

Orbit Workspaces | Dallas, Texas

- Produced detailed drawings and rendered sketches in 3D space.
- Lighting/ Product Rendering of 3D Office Products in Unreal Engine
- Established and adapted 3D block library from 2D pattern library.
- Worked with artistic and technical teams to implement new software for updated animation objectives.

### Contract Lighting/ Compositing Artist 03/2019 -04/2019

Brazen | Dallas, Texas

- Vray Architectural Photorealistic Lighting and Rendering of Interiors/Exteriors
- MultiPass Lighting and Compositing
- Pre-Rendered Lighting of game trailers
- Engineered realistic computer-generated scenes by combining seamlessly with green-screened elements.
- Extracted mattes and layered elements in frames.
- Adjusted and modified color to correct or create effects.
- Conceptualized innovative ideas for enhancing aspects such as lighting, shadows and color in footage.

### Game Artist 11/2017 -03/2019

Sinful Monarchy | Remote, Remote

- Applied knowledge of variables such as anticipation and impact for model development.
- Worked closely with team members to deliver project requirements, develop solutions and meet deadlines.
- Utilized polygonal modeling methods and digital sculpting to accurately represent images.
- PBR Hair-Development Shader
- 3D Organic Modeling
- Composed both high and low-resolution 3D models for production.

### Junior Lighting/Compositing Artist 01/2016 -01/2017

Corgan | Dallas, Texas

- Architectural Photorealistic Lighting and Compositing of Exteriors/Interiors
  - Rendered Sketches in 3D Space
  - Compositing and Editing in Nuke
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## Education and Training

### **Bachelor of Fine Arts**

Art Institute Of Dallas | Dallas

12/2015

**Some College (No Degree):** Lighting For Games

CG Master Academy