

# FARISAIMAKUTO

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## OBJECTIVE:

To learn and develop new and existing skills, while creating great visual experiences for others to enjoy!

## PROFESSIONAL PROFILE:

I'm a creative professional with project experience in illustration and 3D. I'm most comfortable with 2D art tasks and 3D modeling with Blender and Zbrush, but I've had the joy of working on many kinds of projects and enjoy doing a variety of creative work.

## SUMMARY OF QUALIFICATIONS:

### Personal Skills

- Bilingual: French and English
- Flexible art styles
- Self-motivated and focused
- Organized
- Loves to learn new things
- Adapts to changes quickly
- Good problem-solving skills
- Dedicated and reliable

### Software Skills

#### Proficient With:

- Adobe Photoshop
- Adobe Illustrator
- Zbrush
- Blender

#### Familiar With:

- ToonBoom Harmony
- 3Ds Max
- Maya
- Unreal
- Unity
- Producer 21
- Microsoft Office
- Google Workspace

## EXPERIENCE:

**Illustration:** Worked on a range of projects in a broad variety of styles. This includes character design, graphic design, UI design, concept art, icons, illustrations, and storyboarding.

**3D:** Created models and textures for use in-game and for animation. Familiar with Zbrush, Blender, and 3ds Max for work.

## RELEVANT WORK EXPERIENCE:

Character Designer 02/2018 – 12/2021  
Salambo Productions

- Designed and prepared characters for cut out animation
- Created 2D props with multiple angles
- Created and modified 3D props in Blender

Icon Artist / UI Designer 2016 – 2021  
UX Magicians

- Created UI designs and layouts for varying pitches and projects
- Designed and illustrated hundreds of icons for several mobile apps

Junior Illustrator / 3D Artist, 01/2013 – 03/2017  
Fuel

- Created art and illustrations for a number of uses including pitches and concepts to final works.
- Modeled and sculpted in 3D for games and animation.



## EDUCATION:

2022 Syn Studio

### Environment Design

- Studied environment design principles and 3D modelling for paintovers.
- Completed a variety of studies and assignments over 10 weeks.

2019 Syn Studio

### Digital Sketching for Production

- Studied perspective, art fundamentals, and using 3D .
- Completed a variety of studies and assignments over 10 weeks.

2017 CGMA Master Class

### Art of Colour and Light

- Studied use of colour and light.
- Completed a variety of studies and assignments over 8 weeks.

2017 CGMA Master Class

### Environment Sketching

- Studied how to design and problem solve for environment creation.
- Completed a variety of studies and assignments over 8 weeks.

2013 Confederation College - Thunder Bay, Ontario, Canada

### Advanced Diploma, Academic Award of Excellence, Multimedia Production

- Worked on a wide range of creative assignments and projects in Photoshop, Illustrator, InDesign, Dreamweaver and Flash.
- Worked in teams and completed tasks successfully.
- Graduated with Honours.
- Completed a 4 month job placement at Fuel.

2010 Hammarskjold High School - Thunder Bay, Ontario, Canada

### OSSD, Ontario Scholar, French Immersion

- Was on Honour Roll for all 4 years of high school.
- Took 4 years of Art classes.
- Completed a Co-op education class working with children at Algonquin Avenue Public School.