

## **JAMES M. IJOMA**

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### **WORK EXPERIENCE**

#### **•Wayfair (3D LookDev Artist) – March, 2022 – Present**

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- 3D modeling and model fix
- Material and texture fix and adjustments
- UV unwrapping

#### **•Crate & Barrel (3D Artist) – December, 2020 – June, 2021**

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- 3D modeling
- Lighting
- Materials, texturing, and UV unwrapping
- Assets QA

#### **•PIX-US (CGI Artist) – September, 2019 – March, 2020**

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- Assets quality management and assessment
- Created various assets and materials for advertising and design use
- Created various interior environments
- Created 3d models and materials of various products

### **•Wayfair Labs (3D Visualization Artist) - October, 2018 – January, 2019**

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- Developed photo-realistic renders to showcase company furniture and products
- Worked on 3d models
- Worked on lighting interiors and exteriors to highlight company furniture and products
- Created new materials for existing models
- Communicated closely with 3D stylists regarding placement of furniture, background props, coloration, and other interior elements
- Learned how to work in a large team

### **•Freelance (3D Generalist) – 2016 - Present**

- Worked from 2D reference images and verbal descriptions to create characters for clients
- Designed assets for projects such as student animations and student video games
- Produced various materials for client's "Counter-Strike" map
- Produced assets for interior design projects

## **EDUCATION**

- August 2014 – May 2018: Student – **Rochester Institute of Technology**, Rochester, New York:
- Major: 3D Digital Design

## **SKILLS**

- Blender
- 3DS Max
- Autodesk Maya
- V-Ray
- Keyshot
- Arnold

- Zbrush
- Mudbox
- Substance Painter 2
- Photoshop
- Clip Studio Paint
- After Effects
- Sculptris