

Dami Nuga

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PERSONAL OBJECTIVE

A motivated and passionate 3D Artist with a proven ability to develop high quality 3D models as well as having a solid understanding of game art and processes. Possessing the artistic expertise and technical ability required to work closely with designers to create visually stimulating content that will intensify game playability. Also having extensive knowledge of everything related to 3D computer graphics and a knack of quickly understanding a projects mission, vision and values. Presently looking for a suitable vacancy and an opportunity to work with a team of qualified, diverse individuals who will help to develop my experience and career.

EDUCATION

2011 – 2015	BA (Honours) in Modelmaking, Design and Digital Effects Dun Laoghaire Institute of Art Design and Technology (IADT)
2007 - 2011	Royal School Cavan
2005 - 2007	Colaiste Phadraig CBS
2005	Archbishop Ryan Senior National School

KEY COMPETENCIES AND SKILLS

- Self-motivating and team worker, open to input and working with others
- Ability to rig & skin characters, vehicles and weapon meshes in 3DS Max
- Knowledge of lighting, Global Illumination and HDR
- Developing high fidelity, photo real 3D models of character and vehicles
- Quickly retopologizing models inside of Mudbox and ZBrush
- Unwrapping complex models inside of 3DS Max
- Creative solutions
- Image editing
- Level design
- Model development
- Photo real texturing
- Animation and rendering

SOFTWARE

- Autodesk 3DS Max
- Adobe Photoshop & After Effects

- Autodesk Mudbox
- AutoCAD
- Marvelous Designer
- Marmoset Toolbag
- xNormal
- Crazybump

WORK EXPERIENCE

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| 2013 | <p>Worked closely with Medical lecturers in Trinity College Dublin</p> <p>My main responsibility was to create a photorealistic model of a human heart to be later used as a help for medical students in lectures.</p> |
| 2013 | <p>Worked for Zoology Lecturer in University College Dublin</p> <p>I was in charge of modelling, texturing and animating a copepod for a documentary on RTE.</p> |