Olivier Katombe

www.katoartworld.com

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Visual Artist / 3D generalist

* Design, create, and deliver High quality 2D/3D digital and print work
* Knowledgeable with full pipeline from concept art, modeling, rigging, animation and compositing.
* Understanding and implementing efficient workflow within a given pipeline.
* Willingness to learn new tools and methods, able to work long hours to meets deadlines
* US Permanent Resident, fluent in English and French, beginner Spanish

Software

Adobe Creative Suite, Deltagen, Maya, Zbrush, , Nuke, Motion BuilderMari, Pftrack, After Effects, Viacom Blade.

Languages/Script

HTML, XHTML, CSS*, Python( Beginner*)

3D Experience/contract

Canon/ Honda, 2017, 3D Generalist

* Modeling, Texturing, Animation, Rigging, Dynamic and Compositing
* Worked on NSX data clean up in Deltagen and Help set up Assets for robust VFX post-production labor within studio pipeline for Honda Promotional Videos
* Automotive Rendering with V-Ray and Mental Ray.

Giant Propellers, 2016, 3D Generalist

* Modeling, Texturing, Animation, Rigging and Dynamic.

Cicada Princess, 2012, 3D Generalist

* Under Director Mauricio Baiocchi, Modeling assets, match moving/animation, and pre-visualization

Pixel Corp, Motion Capture Artist, 2012-2013

* Cleaned up motion capture shots and 3D data using Motion Builder
* Client: Adidas. The project included live capturing of athletes in dynamic motion holding props

Mixamo, Character Modeling, 2011

* Modeled and textured the character “Adam” for auto-rig demonstration (currently featured on their website <http://www.mixamo.com/>)
* High and low res model, 1000-16,000 polygons, **game ready**
* Deformable and efficient model, map extraction from high-res versions, sculpt morph targets for use within a Maya/ZBrush pipeline

GyroHSR, Hard Surface Modeling

* Modeled, textured, and rendered in Mental Ray/Renderman
* Modeled Verizon products for TV/internet commercials. Also included tracking and match moving in After Effects/Nuke/pftrack
* Logo project: The project included basic 2D concept and finalizing a finish product as well as 3D creation and Motion graphic.

Work Experience

Graphic Design/ Digital Work

* Station 82/ StudioO2k Cinematography (DP)/Art Direction: Responsible for lighting design, concept art and art direction for the short film “Machina Sangre”. The project required managing a 15 men crew. 2015-curren
* Just The Right Shoe/Vail Studio created 3D designs of miniatures shoes for 3D printing, 2014
* Tutor Tutored students in new digital media and 3D applications, 2010
* Paper Tower Studios Created internet banner ads using Flash, compositing work,

multiple Hand on projects, 2010-2012

* Kwikway Restaurant Website design and visualization, 2012

Milk Specialties Global, Animal Nutrition 2011 – 2012

As a consultant generated email marketing for effective broad customer outreach

Created interactive online flyer in Adobe Acrobat and Flash, used as online promotional material

Updated legacy collateral to current platforms for better appeal

Turn Here (Internet Video), Emeryville, CA February – November 2008

Sales Associate/Scheduler - Responsible for Canadian region scheduling of commercial productions for web videos.

Research product market variation, growth opportunities, and alternative means of distribution for international market

Research market landscape and product usability in order to increase customer base using Customer Relationship Management software

Lead generation and cold calling customers to sell online video for Yellow Pages

Maintain customer account and product performance

Express Fashion, Emeryville, CA 2008 – 2009

Sales Associate helping customers, maintaining store organization, and inventory control

Happ Controls, Elk Grove, IL December 2004 – August 2007

Graphic Designer/Production Assistant

Responsible for marketing materials including product photography, catalog layout and design.

Vendor selection for printing house and maintaining product quality and delivery from concept to final

Blockbuster Video, Hoffman Estates, IL January 2006 – September 2007

Sales Associate selling promotional programs, maintaining store organization, and helping customers

Education

Ex’pression College for Digital Art – Emeryville, CA

Bachelor of Science, 3D Animation and Visual Effects, 2010

Student Project, *Lab Rats* - Modeled, textured and matched lighting of a 3D set piece for an independent film. Gained experience working in a pipeline style workflow. Fall 2010

Student Project, *Warlock* – Modeled and a full humanoid character. Studied edge flow and good topology for animation ready mesh model. Texturing and rigging included. Spring 2010

Judson University – Elgin, IL

Bachelor of Art, Art/Visual Communications, 2004

Internship, Synapse Film and Video, Lombard, IL – Website design, DVD editing and video editing. Summer 2004