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| Olivier KatombeProfessional Profile |  Los Angeles, CA, US ▪626-265-7260 olivierkatombe06@yahoo.fr  www.katoartworld.com |

Summary

 Highly experienced, diligent, and knowledgeable Visual Artist/3D Generalist with a track record spanning over 12 years; creating high quality 3D digital assets. Well-versed in full pipeline including concept art, modeling, rigging, animation, and compositing.

Accomplishments

* Served as 3D Generalist for the Honda NSX 2019’s campaign release.
* Served as VFX Supervisor and Pipeline Manager for the Honda finance film “the faster and the furious”.
* Learned AutoCAD and established a comprehensive documentation on Tessellation from ALIAS/ Deltagen to Autodesk Maya.
* Designed the introduction for the monthly Honda TV program “TECH TO TECH”.

Areas of Expertise (Expert)

* 3D Digital Previsualization
* 3D Assets /Look Development
* High Polygonal Modeling
* Low Resolution Polygonal Modeling
* Class A Surface Modeling(NURBS)/ SolidWork
* Modeling pipeline for VFX and Game characters.
* Compositing (Nuke, After Effects)
* Lighting and Texturing

Other Expertise (intermediate)

* Rigging
* Animation
* Concept Art
* VR (Unreal Engine)
* WebGL
* Python / C++ (Beginner)

Software and Languages

* Maya
* Zbrush
* Nuke
* PFTrack
* Deltagen
* Motion Builder
* Viacom Blade
* Mari
* Adobe Suite

# Career Experience

Canon/Honda 2017 - Present

3D Generalist (Contract)

Core responsibilities included modeling, texturing, animation, rigging and compositing. Contributed towards NSX data clean up and set up of assets for VFX post-production labor for Honda marketing and commercials. Conducted detailed and visually captivating automotive rendering with V-Ray , Arnold and Mental Ray.

Giant Propellers 2016 - 2017

3D Generalist

Performed modeling, texturing, animation, rigging, and dynamic for Giant Propellers projects.

**Station 82 - Detroit Street Films**  **2015 - 2016**

**On-set VFX Supervisor and DP/Look Developer**

* Held responsibility for lighting design, concept art, and art direction for the short film “Machina Sangre”. Oversaw a diverse crew consisting of 15 team members.

**Just the Right Shoe/Vail Studio 2014 - 2015**

* Developed 3D designs for miniature shoes for 3D printing.

GyroHSR, Hard Surface Modeling 2013-2015

Modeled, textured, and rendered in Mental Ray/Renderman. Modeled Verizon products for TV and internet commercials. Conducted tracking and match moving in After Effects/Nuke/PFTrack.

* Executed a 2D concept, 3D creation, and motion graphics.

Cicada Princess 2012

3D Generalist/ Layout Artist

Performed modelling of assets, match moving/animation, and pre-visualization under Director Mauricio Baiocchi.

Pixel Corp 2012–2013

Motion Capture Artist

Delivered polished motion capture shots and 3D data with Motion Builder.

* Carried out live capturing of athletes in dynamic motion holding props for Adidas.

Mixamo 2011-2012

Character Artist

Modeled and textured a game ready character: [“Adam”](https://www.mixamo.com/#/?page=1&query=adam&type=Character), for auto-rig demonstration. Created a high- and low-resolution model: 1000-16000 polygons. Developed a deformable and efficient model, map extraction from high-resolution versions, and sculpted morph targets for use within a Maya/ZBrush pipeline.

Graphic Design/ Digital Work 2012-2015
Graphic Designer

# Kwikway Restaurant

# Executed website design and visualization project.

Milk Specialties Global, Animal Nutrition 2011-2012

Graphic Designer

Created engaging and bespoke email marketing deliverables for broad customer outreach. Developed an interactive online flyer with Adobe Acrobat and Flash. Updated legacy collateral to current platforms to enhance appeal.

# Tutor 2010

# Tutored students in new digital media and 3D applications.

# Paper Tower Studios 2010-2012

# Utilized Flash to devise and create internet banner advertisements. Carried out compositing work and numerous hand-on projects.

Turn Here (Internet Video) 2/2008-11/2008

Sales Associate/Scheduler

Held accountability for Canadian region’s scheduling of commercial production for web videos. Conducted thorough research on product market variation, growth opportunities, and methods of distribution for the international market. Researched the market landscape and product usability to boost our customer base using CRM software.

Express Fashion 2008-2009

Sales Associate

Happ Controls 12/2004-8/2007

Graphic Designer/Production Assistant

Blockbuster Video 1/2006-9/2007

Sales Associate

# Education

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

Ex’pression College for Digital Art

Bachelor of Arts in Art and Visual Communications

Judson University

**Languages**

English: Fluent

French: Fluent