

Hezekiah Olopade

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EXPERIENCE

Glass Cat Studios — Project Lead/Art Director

True Mechanics [Nintendo Switch] [TBA]

Project SGP: Recharged [IOS and Android] [TBA]

The Haunting Hour [\[Steam Release\]](#) [Mar 2019]

Trial of The Gods [\[Steam Release\]](#) [Jun 2018]

Established pipeline for Game assets, Environment assets, VFX,
Character mesh and props

Designed master class for actors to ease implementing new puzzle mechanics

Debug net code blockers for multiplayer puzzles

Optimized blueprints and removed server intense calls in Unreal Engine

Provide feedback on assets and maintained quality control for consistent style

Oversaw dailies and managed project schedule for timely release

Prioritized the balance between team moral and game demands

Researched historical lore for accurate narrative driven game play and tone

Avalon — Technical Artist

Unannounced Project [Aug 2022 - Oct 2023]

Specifics to these tasks are under NDA.

Point of contact with outsource vendors to establish pipelines for asset
integration and quality expectations

Created universal modular shader with exposed variable for artist and designers

Designed tools to smoothe accessing documentation from engine

Implemented Animations and Visual Effects for gameplay

Collaborated with engineers and design to maintain project vision

Imangi Studios — Technical Artist

Unannounced Project [Aug 2021 - Jun 2022]

Converted HLSL/GLSL to Unity Shadergraph

Scripted a day night cycle with action events for design team

Designed Houdini HDA's that helped the artist rapidly set dress scene

Created pipeline documentation for outsource studios

EDUCATION

University of Central Florida, Orlando

Florida Interactive Entertainment Academy - Technical Artist

M.S Interactive Entertainment Graduated Dec. 2017

University of Central Florida, Orlando

School of Visual Art and Design

B.A Digital Media: Game Design Graduated Dec. 2015

SOFTWARE

Unreal Engine 4/5

Unity

Houdini

Maya

Perforce

Github

Adobe Suite

Jira

Substance Painter

LANGUAGES

Python

C#

Javascript

Unreal Engine Blueprinting