

Hezekiah Olopade

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EXPERIENCE

Glass Cat Studios — *Project Lead/Art Director /Technical Design*

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 smooth 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