



JIMMY TUOMI

3D ARTIST

About/Profile

Jimmy graduated in 2019 as a 3D artist did his internship and later on got a job at Like A boss / Hello There Games. Making games for mobile, pc, consoles and vr. The studio later on went bankrupt which lead him to start at Resolution Games. He is a passionate guy who loves to learn new things and expand his knowledge.

Area of Experience

Environment art
Hard surface
Lighting and shaders

Source Code Management Systems

Bitbucket
Perforce
Dropbox

Product Environments

Maya, Zbrush, Unity3D, Unreal engine, Substance
Designer, Substance Painter, Photoshop, Perforce,
Git, Marmoset toolbag.

Education

School Of Future Entertainment, Digital artist, 2008
FutureGames, 3D artist, 2017

Languages

Swedish (Native) and English

SELECTION OF QUALIFICATIONS

3D artist

Like A Boss Games / Hello There Games, 2019 - 2022

Like A Boss Games was a videogame company that focused on making arcade sports games for mobile, switch and pc. Like A Boss Games tried to merge with Hello There Games and started working together since 2020. In order to save Hello there games, they had to close the Stockholm office (Like A Boss Games).

Jimmy had the following responsibilities:

- Creating and implementing multiple environments into the game.
- Responsible for shader creation and optimization.
- Setting up lighting inside unity for all environments.

Tools & Environments: Maya, Zbrush, Unity, Substance Designer, Substance Painter, Photoshop, Bitbucket, Marmoset toolbag.

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Resolution Games, 2022 - (Current)

Resolution Games is one of the biggest VR/AR videogame studios in the world. The titles created are among the top rated and most downloaded in the space.

Jimmy has the following responsibilities:

- Creating and implementing environments/props.
- Being involved and working closely with the technical and lighting artists.
- Set up and maintain a good folder structure and naming convention.

Tools & Environments: Maya, Zbrush, Unity, Substance Designer, Substance Painter, Photoshop, Perforce, Marmoset toolbag.

RELEASED GAMES

Beat Legend: AVICII, Mobile

AVICII Invector Encore Edition, VR

Rhythm-based game where you soar through a musical landscape trying to hit all the beats to the soundtrack of AVICII's music.

<https://www.atari.com/games/beatlegend/>

<https://www.oculus.com/experiences/quest/4048766301899067>



TAEKWONDO GRAND PRIX, PC

Fighting game with a more realistic touch in gameplay.

<https://store.steampowered.com/app/462590/>

[Taekwondo_Grand_Prix/](#)

