



JIMMY TUOMI

3D ARTIST

About/Profile

Jimmy graduated in 2019 as a 3D artist and has been working at Like A boss / Hello There Games since then. Making games for mobile, pc, consoles and vr. 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 - (Current)

Like A Boss Games is a videogame company that focuses on making arcade sports games for mobile, switch and pc. Like A Boss Games are in the process of merging with Hello There Games and have been working together since 2020.

Jimmy has the following responsibilities and achievements:

- 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, Unity3D, Substance Designer, Substance Painter, Photoshop, Bitbucket, 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/](#)

