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# JIMMY TUOMI

## 3D ARTIST

### About/Profile

Jimmy is a newly graduated 3D artist with fresh knowledge about the latest methods and different ways of creating art and making games. He is a passionate guy who loves to learn new things.

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### 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.

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### 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, 2019 - (Current)

Like A Boss Games is a videogame company that focuses on making arcade sports games for mobile, switch and pc.

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.