



JIMMY TUOMI

3D ARTIST

About/Profile

Jimmy graduated in 2019 as a 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 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, 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.

RELEASED GAMES

Beat Legend: AVICII, Mobile

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/>



TAEKWONDO GRAND PRIX, PC

Fighting game with a more realistic touch in gameplay.

https://store.steampowered.com/app/462590/Taekwondo_Grand_Prix/

