

CONTACT

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PORTFOLIO
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LINKEDIN
linkedin.com/in/jimmytuomi

LOCATION
Stockholm, Sweden

SKILLS

Environments · Props · Hard surface · Shaders · Lighting · Texturing · VFX · Optimization

TOOLS

3D & TEXTURING
Blender (primary), Maya, ZBrush, Substance Painter, Substance Designer, Photoshop, Marmoset Toolbag

ENGINES
Unity, Unreal Engine

VERSION CONTROL
Git, Perforce, Bitbucket

EDUCATION

3D Artist
FutureGames, 2017

Digital Artist
School of Future Entertainment, 2008

LANGUAGES

Swedish (native)
English (fluent)

JIMMY TUOMI

3D ARTIST

3D artist with eight years in the games industry and nine shipped titles. I have been the sole or lead artist on several games, owning models, textures, shaders and lighting from first prototype to release. Years of mobile and VR development have made me strong at performance: I build art that looks great and runs well on any hardware. Comfortable across art styles, from stylized to realistic.

EXPERIENCE

Short Circuit Studio
Aug 2023 – Nov 2026

3D Artist · Stockholm

- Art on six released titles for Steam, iOS and Android
- Sole artist on Teeny Tiny Town and Tiny Connections, lead artist on Teeny Tiny Trains

Fortunes of Battle iOS, Android	Shaders, VFX, player animations, some modelling and texturing
Townsfolk Steam, iOS, Android	VFX
Hearthside iOS, Android	All shaders and VFX, shared modelling/texturing with one other artist
Teeny Tiny Trains Steam, iOS, Android	Lead artist
Tiny Connections Steam, iOS, Android	Sole artist
Teeny Tiny Town Steam, iOS, Android	Sole artist

Resolution Games
Aug 2022 – Aug 2023

3D Artist · Stockholm

- 3D art for an unannounced title

Like A Boss Games / Hello There Games
Jan 2019 – Aug 2022

3D Artist · Stockholm

- Environment art, shaders and lighting in Unity
- Optimized environments, VFX and lighting to run on VR
- Upgraded a PC title to a newer Unity version: shaders, lighting and polish

AVICII Invector: Encore Edition Meta Quest (VR)	Optimized environments, VFX and lighting for VR
Beat Legend: AVICII Mobile	Spaceship models
Taekwondo Grand Prix PC (Steam)	Unity upgrade: shaders, lighting and polish; player cosmetics