

# TOSIN AKINWOYE

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## OBJECTIVE

I am looking for the position of an FX TD. I have an uncommon interest for the artistic and technical aspects of the CG pipeline. I believe the artistic drive has afforded me a good eye and attention to detail and the technical side has equipped me with good problem solving skills. For this reason, I believe I can easily fit and excel in the aforementioned discipline.

## EDUCATION

[2010 - 2011], MA in Digital Effects, **National Centre for Computer Animation**, Bournemouth University, UK

### Courses:

- **Digital Effects Nucleus:** 3D Digital Effects work, 2D Compositing Effects work, and Practical Video Acquisition Effects work.
- **Digital Effects Tools:** (Theory) Image Analysis, Effects Design, Colour, Effects Universes (3D) Modeling, Animation, Texturing, Lighting, Pass Rendering, Digital FX; (2D) Keying, Colour Correction, FX Integration, Pass based compositing; (Acquisition) Video & Camera Ops, Practical FX, Lighting, Props; (Common) Maths.
- **Digital Effects Techniques:** (Theory) Camera Matching, Light Matching, Motion Matching; (3D) Expressions, Particles, Attributes, Dynamics, Scripting, Character Tools, Shader Writing; (2D) Tracking, Green Screen, Advanced Integration, 3D Compositing; (Acquisition) Green Screen, Track & Jib, Location Survey, Portable Blue Screen.
- **Personal Inquiry:** The Nature of Houdini Rigid Body Dynamics.
- **Moving Image Theory:** Cinematography, Analogue and Digital Techniques Comparisons.

### Projects:

- **Masters Project:** Houdini Rigid Body Simulations, Houdini Rigging and Character Tools, Object tracking, Camera matching, Modeling, Texturing, Light Matching, Nuke Colour Correction and Day for Night Conversion, Rendering and Compositing.
- **Digital Effects Techniques Project:** Acquisition, Modeling, Texturing, Lighting, Rigid body Simulations, Wire Simulations, Object tracking, Camera Matching, Rendering, and Compositing.
- **Group Project:** "The Light of Life" (Roles: Acquisition, Roto and Prep Work, Match moving and Compositing)
- **Digital Effects Nucleus Project:** Primary and Secondary Research, Concept Art, Look Development, Storyboarding, Location Scouting, Acquisition, Animatics, Modeling, Texturing, Lighting, Animation, Colour Grading, Render Passes Setup, Rendering and Compositing.

[2004 - 2008], **BSc in Computer Science (Technology)**, **Babcock University**, Nigeria.

Vectors and Geometry, General College Mathematics, General Physics, Engineering Drawing, Statistics, Computer Science I & II, Operating Systems, Applied Electricity, Engineering Mathematics, Basic Electronics, Scientific Programming, Applied Linear Algebra, Instrumentation and Measurements, Communication Principles, Data Structures, Formal Theory of Computation and Automata, Assembly Language Programming, Pulse and Switching, Circuit Design and Testing, Compiler Construction, Artificial Intelligence, Computer Architecture, Advanced Digital Electronics, Software Engineering, Signal Processing, Introduction to Analog Computing, Computer Networks (CCNA), Internet Technologies.

[April - Aug, 2007], **Advanced Diploma in Multimedia**. New Horizons Computer Learning Centers. Lagos. Nigeria.

This was my entry into Computer Graphics, I was able to learn the fundamentals of Computer Graphics, Image Manipulation as well as Motion Graphics.

Showreel Password: Tosin2170

## PERSONAL RESEARCH PROJECTS

**Houdini R & D:** Personal Research into the technical aspects of Houdini. Rigid Body Simulations, Particle Dynamics, Cloth Simulation, Volumes, Point Clouds and Proceduralism. This can be viewed here: <http://vimeo.com/101650332>

## TECHNICAL SKILLS

Programming Language: C/C++, Python Scripting, Hscript, Houdini Object Model, VEX.

Operating System: Linux, MS Windows, and Mac

Renderers: Mantra, PRMan

## SOFTWARES

### Side Effects Houdini

- Have used Houdini in creating various types of effects on **Thor2, Transcendence, Godzilla, Jupiter Ascending and Interstellar** while working at Double Negative.
- Very thorough knowledge of Hscript and the Houdini Object Model
- Used extensively during my Masters degree program for modeling, lighting, texturing and other digital effects work
- Personal research and development into volumes, `SPH and Flip Fluids
- Extensive practice, experience and research into Rigid body simulations
- Working knowledge and a deep understanding of Houdini Particle dynamics and Fluid dynamics
- Taught by an Houdini accredited Institution

### Autodesk Maya

- Currently being used alongside with other MPC proprietary tools for FX work on **PAN**
- Have used Maya together with MPC's proprietary tools for production lighting work on **World War Z** and **Percy Jackson : Sea of Monsters**.
- Used the proprietary Node UI extensively to tweak shading networks and light Tessendorf driven displacements for the ocean surfaces in **300 : Rise of an Empire**
- Previous personal research into the use of Autodesk Maya in productions as a personal Research Project

### The Foundry's Katana

- Used in setting up secondary passes for senior look development artists at MPC
- Worked closely with the software team and Lighting Leads at MPC in testing new Katana features , macros and motion blur settings.
- Used for lighting work on **Maleficent**.
- Very sound knowledge of scripting and automating tasks with the Attribute Script Node and Nodegraph API in katana.

### The Foundry's Nuke

- Used in creating slap-comps for the purpose of dailies and as a reference for comps at MPC
- Used extensively alongside with Houdini during my Masters degree program
- Day for Night Colour Grading during my final project aided my understanding of Nuke's Colour Correction workflow
- Extensive knowledge and implementation of Render Pass Compositing
- Have created Nuke Gizmos used for green screen removal used by other members of the team during my academic group project

## EXPERIENCE

### **-FX TD, MPC**

November 2014 – Present

- PAN

### **-FX TD, Double Negative**

August 2013 – April 2014

- Jupiter Ascending
- Interstellar
- Godzilla
- Trancendence
- Thor: The Dark World

### **-Lighting TD, MPC**

January 2013 – August 2013

- Maleficent
- 300: Rise of an empire
- Percy Jackson: Sea of Monsters
- World War Z

### **.-Motion Graphic Designer, Nigerian Media Industries**

April 2008 – September 2010

## LANGUAGES

English (Primary and Fluent)

## HOBBIES

Music, Drawing, Photography, Design, Movies, Guitar, People.