



# IFEDAYO O. OJOMO

Lighting Technical Director

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- OBJECTIVE:** Seeking a full time position as a Technical Artist/Director.
- JOB EXPERIENCE:**
- Jul '06 - Jan '07 Cinematic Solutions Group, **Pipeline Engineer** - Lair (PS3)  
**Sony Computer Entertainment America**, San Diego CA  
Wrote and designed custom tools, and maintained the production pipeline using JAVA, MEL, bash scripts and other languages. Assisted in designing the automated render workflow for taking scenes and breaking them out into layers. Provided tools in response to the needs of the various departments to enable easy workflow, facilitate the completion of work goals, and stream-lining the delivery of work from one department to another.
- Feb '06 - Jan '07 Cinematic Solutions Group, **Lighting Technical Director & Tool Developer**  
**Sony Computer Entertainment America**, San Diego CA  
Lighting & Rendering Artist - Lair (PS3), Killzone: Liberation (E3 Trailer), Lair (E3 Trailer), NBA '07(PS2)  
Responsible for lighting, rendering and developing scripts to facilitate the lighting process. Broke apart scene elements into various layers, as well as beauty, motion vector, ambient occlusion and normal passes. Also responsible for designing and creating tools for use within Maya to help the lighting department work more efficiently.
- Tool Developer, Lighting & Rendering Artist - SOCOM:Fireteam Bravo 2 and SOCOM:Combined Assault.  
In addition to lighting, rendering and breaking scene elements into various passes, developed scripts to ease the rendering of custom passes such as motion vector and ambient occlusion passes. Also wrote tools to integrate delivered assets into the established workflow. .
- Mar '05 - May '05 School of Film and Digital Media, **Renderman Teaching Assistant**  
**Savannah College of Art and Design**, Savannah, GA  
Responsible for helping students learn and implement MTOR and the Renderman Shading Language.
- Jun '04 - Jul '04 **Dayo Adedayo Photography, Layout Artist**  
London, England  
Responsible for the graphic layout and organization of photographs for printing.
- Jan '01 - Aug '02 College of Computing, **JAVA Teaching Assistant**  
**Georgia Institute of Technology**, Atlanta, GA  
Responsible for instructing students in JAVA programming. Also responsible for grading tests and programs, and for consultation with each student.
- SKILLS:**
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| Programming:  | Java, MEL, TCL, HScript, HTML, C, Actionscript, Proficient in writing plugins for Temerity Pipeline. |
| OS:           | Linux, UNIX and Windows  |
| Renderers:    | mental ray, Renderman  |
| Applications: | Maya, Houdini<br>Shake, Flame, After Effects<br>Photoshop, Illustrator, Dreamweaver, Flash           |
| Languages:    | French, Yoruba   |
- EDUCATION:**
- M.A. Interactive Design & Game Development, August 2008)  
Savannah College of Art & Design - Atlanta  
Atlanta, GA.
- M.F.A. Visual Effects, November 2005  
Savannah College of Art and Design  
Savannah, GA.
- BSc Computer Science, August 2003  
High Honors, French Minor  
Georgia Institute of Technology  
Atlanta, GA.
- REFERENCES:** Available upon request