NNAMDI ECHIEMUNOR

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TORONTO, ONTARIO

SUMMARY

Junior Rigging and Tech artist with a proven record in developing tools for 3d programs (ie; Maya, Blender). Proficient in Python and MEL. Looking for Rigging and Technical

EXPERIENCE

Freelance 3D Generalist | [January 2023 - To Date]

- Created 3d Characters based on client description (From Sculpting to Animation)
- Developed tools for grooming and hair-card generation for Blender
- Developed Animation and rigging tools (Featured on GitHub)

CSC404 Game Jam | [September 2024 - December 2024]

- Responsible for Character rigging
- Responsible for character modeling and topology supervision

Tiki Movie (CFX) | [January 2024 - December 2024]

- Responsible for Character hair grooming and Simulation

SKILLS

PROGRAMMING (Tool Development)

- Cascading Style sheet (CSS) Management for User Interface
- Creating tools using Python (Blender, Maya and Houdini)

3D Tool Usage (Rigging | Modeling | Sculpting | Hair/Fur Groom)

- Maya   - Nuke
- Houdini   - Zbrush
- Blender   - WRAP 4D

EDUCATION

Centennial College, MB | [January 2024 - April 2025]

- 2 year Advanced Diploma in 3D Animation

University of Manitoba - Winnipeg, MB | [January 2020 - December 2022]

- 2 year undergraduate in the University of Manitoba | Major in Computer Science.