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Top Skills

3D
3D Modeling
Marvelous Designer

Alexander Esekhile

Senior 3D Artist at Jopiter Studios
Colindale, England, United Kingdom

Summary

3D artist and animator with a passion for creating visually stunning 3D artwork. Has an extensive experience with a variety of 3D programs such as Blender, Clo3D, Substance Painter, and more, with over 4 years of experience. highly experienced with 3D modeling, rigging, texturing, lighting, and animation.

creative thinker who strives to bring projects to life with beautiful visuals and captivating movement. constantly exploring new techniques and always looking for ways to push the boundaries of 3D art. loves to work with clients to bring their visions to life in a unique and dynamic way.

Experience

Jopiter Studios
10 months

Senior 3D Artist
February 2023 - Present (9 months)
Lagos State, Nigeria

As a 3D Designer and Animator for JOPITER Inc.'s 3D Fashion brand, I use a variety of tools to bring
their designs to life. My main tools include Blender, Maya, and Substance Painter. I use these programs
to create 3D models of clothing and accessories that accurately represent the brand's designs. I also
use these tools to animate the models and bring them to life in a way that showcases their unique
features and designs. Additionally, I use Substance Painter to create realistic textures and materials
for the models, giving them a lifelike appearance. Overall, my work involves using a combination of
technical and creative skills to create 3D representations of the brand's fashion designs that are both

accurate and visually stunning.

3D Artist
January 2023 - February 2023 (2 months)

As a 3D Designer and Animator for JOPITER Inc.'s 3D Fashion brand, I use a variety of tools to bring their designs to life. My main tools include Blender, Maya, and Substance Painter. I use these programs to create 3D models of clothing and accessories that accurately represent the brand's designs. I also use these tools to animate the models and bring them to life in a way that showcases their unique features and designs. Additionally, I use Substance Painter to create realistic textures and materials for the models, giving them a lifelike appearance. Overall, my work involves using a combination of technical and creative skills to create 3D representations of the brand's fashion designs that are both accurate and visually stunning.

Modern Drummer Publications, Inc.
3D Artist
March 2022 - February 2023 (1 year)
United States

As a 3D artist on contract for the NFT project with Modern Drummer Publication Inc., I used my
expertise in 3D modeling, texturing, lighting, rigging, and animation to create high-quality 3D assets for
the NFT project. my work likely played a crucial role in bringing the NFT project to life and making it a
success.
-Conceptualizing and designing 3D assets for the NFT project based on the requirements from Modern
Drummer Publication Inc.
-Modeling 3D characters, environments, objects, etc. using 3D modeling software.
-Texturing the 3D assets with materials, colors, and patterns to bring them to life.
-Setting up optimum lighting and rigging to allow the 3D assets to be animated for the NFT Card
Animation.
-Creating animations for the 3D assets to bring them to life in the virtual world.
Rendering final output and preparing the assets for delivery to Modern Drummer Publication Inc.

-Collaborating with the NFT project team to ensure the 3D assets are aligned with the project vision and
requirements.
https://magiceden.io/launchpad/modern_drummer

Xcentral
3D Artist
January 2022 - February 2023 (1 year 2 months)
United States

XCentral is a cutting-edge NFT company that specializes in the creation, production, and sale of unique,
one-of-a-kind digital assets.
As a 3D Artist and Animator at XCentral, I played a crucial role in the creation of these unique, oneof-a-kind digital assets. I used my expertise in Blender, Maya, CLO 3D, Marvelous Designer, Adobe
Substance Painter, Adobe Premiere Pro, and Adobe Photoshop to create high-quality 3D models,
textures, animations, and visual effects. I also worked closely with a team of designers, artists, and
developers to bring your creations to life, ensuring that each NFT produced by XCentral meets the
highest standards of quality and creativity.
-Collaborating with the art and design teams to understand the project requirements and ensure the 3D
assets are aligned with the project vision.
-Creating concept art and sketches to visualize the 3D assets before modeling.
-Modeling 3D assets using 3D modeling software such as Maya, Blender, 3ds Max, etc.
-Texturing 3D assets with materials and textures to give them a realistic look.
-Setting up lighting in 3D scenes to create depth and mood.
-Rigging characters and objects to allow them to be animated.
-Rendering final output and preparing assets for delivery.
-Troubleshooting and fixing any issues with 3D assets during the production process.
-Staying updated with the latest 3D software and techniques to improve skills and work efficiency.

Polyworld
3D Artist
January 2022 - March 2022 (3 months)

Polyworld is an ecosystem of immersive digital experiences where your main objective as a participant

is to attain domination by growing your economic strength while contributing to its security and

governance.

-Creation of game optimized assets.

-Creating a meta pass and animations for it.

-Lead the group of artists on the team in order to produce high quality content.

H. PIERSON ASSOCIATES LIMITED
Video Editor
March 2021 - November 2021 (9 months)
Lagos, Nigeria

As a Video Editor and Graphic Designer at H. Pierson Associates Nigeria, I used my creative and

technical skills to help clients communicate their message through high-quality video and graphic

content. My work plays a crucial role in ensuring the success of the company's projects and the

satisfaction of its clients.

- I used video editing software such as Adobe Premiere, Final Cut Pro, or Avid to edit raw footage into

polished, high-quality videos. I was responsible for color correction, audio mixing, and special effects.

- I created visual designs for a variety of media, including print materials, digital graphics, and

presentations. I used design software such as Adobe Illustrator, InDesign, or Photoshop to create eyecatching graphics that effectively communicate the desired message.

-worked on multiple projects simultaneously and be responsible for meeting deadlines and ensuring that

projects are completed on time and within budget.

- I worked closely with other members of the H. Pierson Associates Nigeria team, including

clients, writers, and photographers, to ensure that projects are completed according to the desired

specifications.

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Education

Lagos Business School, Pan-Atlantic University

Bachelor's degree, Computer and Information Sciences and Support Services · (October 2021 - July 2023)

Edgewood College Alevels

Alevels, Social Sciences · (September 2019 - July 2021)