

FARISAIMAKUTO

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www.portfolio.farisaim.com

OBJECTIVE:

To learn and develop new and existing skills, while creating great visual experiences for others to enjoy!

PROFESSIONAL PROFILE:

I'm a creative professional with experience in UI/UX, Illustration and 3D. I'm most comfortable with 2D art tasks and 3D modeling with Blender and Zbrush, but I've had the joy of working on many kinds of projects and I always enjoy doing a variety of creative work.

SUMMARY OF QUALIFICATIONS:

Personal Skills

- Bilingual: French and English
- Flexible art styles
- Self-motivated and focused
- Organized
- Loves to learn new things
- Adapts to changes quickly
- Good problem-solving skills
- Dedicated and reliable

Software Skills

Proficient With:

- Adobe Photoshop
- Adobe Illustrator
- Adobe XD
- Blender
- Figma

Familiar With:

- ToonBoom Harmony
- 3Ds Max
- Zbrush
- Unreal
- Unity
- Microsoft Office
- Google Workspace

EXPERIENCE:

Illustration: Worked on a range of projects in a broad variety of styles. This includes UI &UX design, character design, graphic design, concept art, icons, illustrations, and storyboarding.

3D: Created models and textures for use in-game and for animation using Zbrush, Blender, and 3ds Max.

RELEVANT WORK EXPERIENCE:

Icon Artist / UI & UX Designer 2016 – 2023
UX Magicians

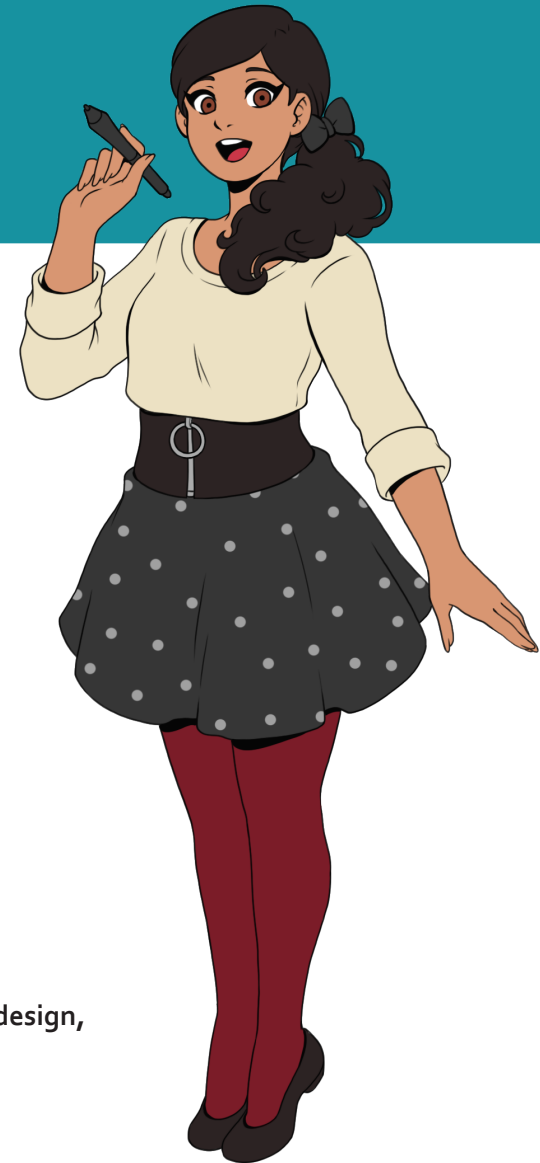
Created UI & UX designs for various projects. Tasks included creating user flows, wireframes and mockups, prototypes, finalized visual assets, presenting updates to clients, and coordinating asset integration with devs.

Character Designer 02/2018 – 12/2021
Salambo Productions

I designed and prepared characters for cut out animation, created 2D props with multiple angles, and created and modified 3D props in Blender.

Junior Illustrator / 3D Artist, 01/2013 – 03/2017
Fuel

I created art and illustrations for a number of uses, including pitches and concepts, to final works. I also modeled, sculpted, and textured 3D models for use in games and animation.



EDUCATION:

2024 BCIT

Associate Certificate, User Interface and User Experience Design

- Completed 5 courses studying Information Architecture, UI/UX Strategies, UI/UX Prototyping, and Web Development.
- Learned how to conduct user research, examine and evaluate content, plan designs and prototype, better focus on user centric design, and create and design websites using HTML and CSS.

2022 Syn Studio

Environment Design

- Studied environment design principles and 3D modelling for paintovers.
- Completed a variety of studies and assignments over 10 weeks.

2019 Syn Studio

Digital Sketching for Production

- Studied perspective, art fundamentals, and using 3D .
- Completed a variety of studies and assignments over 10 weeks.

2017 CGMA Master Class

Art of Colour and Light

- Studied use of colour and light.
- Completed a variety of studies and assignments over 8 weeks.

2017 CGMA Master Class

Environment Sketching

- Studied how to design and problem solve for environment creation.
- Completed a variety of studies and assignments over 8 weeks.

2013 Confederation College - Thunder Bay, Ontario, Canada

Advanced Diploma, Academic Award of Excellence, Multimedia Production

- Worked on a wide range of creative assignments and projects in Photoshop, Illustrator, InDesign, Dreamweaver and Flash.
- Worked in teams and completed tasks successfully.
- Graduated with Honours.
- Completed a 4 month job placement at Fuel.

2010 Hammarskjold High School - Thunder Bay, Ontario, Canada

OSSD, Ontario Scholar, French Immersion