

Jimmy Tuomi

3D ARTIST



Introduction

I'm a 3D artist who focuses on environment art, hard surface and props. I'm a gamer at heart and always have been. To be able to be a part of creating games have always been a dream of mine.

Game Projects

<u>Shamans journey</u> (Environment art, character art)	2009
School project for Game Concept Challenge	
<u>Dilogus</u> (Environment art)	2010
Crysis mod	
<u>Ternion Shift</u> (Environment art)	2010
(canceled)	
<u>Dodge Golf</u> (Environment art, lighting in UE4)	2017
School project 2 weeks	
<u>Little Reaper</u> (Environment art, lighting in UE4)	2018
School project 5 weeks	
<u>LeyLines</u> (Environment art)	2018
School project 7 weeks	

Work experience

<u>Bollsta sågverk</u> (Summer job)	2007 , 2008
Sawmill personnel	
<u>OKQ8 Kramfors</u>	2010 – 2011
Cashier	
<u>Call4U</u>	2011 – 2012
Telemarketer	
<u>Volvo GTO</u>	2013 – 2014
Sealing and grinding Volvo trucks	
<u>Transcom Umeå</u>	2015 – 2015
Tech support at bredbandsbolaget	
<u>Postnord</u>	2015 – 2016
Terminal worker	
<u>Bollsta sågverk</u>	2016 – 2017
Sawmill personnel	

Education

Teknik – Virtual Design, High School	2005 – 2008
SOFE(School of future entertainment)	2008 – 2010
FutureGames	2017 – 2019

Contact

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Languages

Swedish: Mother tongue
English: Fluent

Software Focus

