

Olivier Katombe
Professional Profile
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Summary

Highly experienced, diligent, and knowledgeable Visual Artist/3D Generalist with a track record spanning over 12 years; creating high quality 3D digital assets. Well-versed in full pipeline including concept art, modeling, rigging, animation, and compositing.

Accomplishments

- Served as 3D Generalist for the Honda NSX 2019's campaign release.
- Served as VFX Supervisor and Pipeline Manager for the Honda finance film "the fast and the furious".
- Learned AutoCAD and established a comprehensive documentation on Tessellation from ALIAS/ Deltagen to Autodesk Maya.
- Designed the introduction for the monthly Honda TV program "TECH TO TECH".

Areas of Expertise (Expert)

- 3D Digital Previsualization
- 3D Assets /Look Development
- High Polygonal Modeling
- Low Resolution Polygonal Modeling
- Class A Surface Modeling(NURBS)/ SolidWork
- Modeling pipeline for VFX and Game characters.
- Compositing (Nuke, After Effects)
- Lighting and Texturing

Other Expertise

American Honda Motor Co:

In my capacity at American Honda Motor Co, I played a pivotal role in the successful launch of the iconic HONDA NSX. I orchestrated a seamless collaboration between the dynamic

marketing team and the cutting-edge 3D engineering department. Leveraging my expertise in tools such as Maya Arnold and Adobe Photoshop, I meticulously crafted and delivered final renders of 3D assets. These renders became integral in the creation of marketing collateral and presentations for the company.

Moreover, I took the initiative to enhance the visual appeal of the company's portfolio. This involved the reconstruction and meticulous retouching of images, breathing new life into both historical products and groundbreaking technologies conceived by the engineering team.

- Rigging
- Animation
- Concept Art
- VR (Unreal Engine)
- WebGL
- Python / C++ (Beginner)
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Software and Languages

- Maya
- Zbrush
- Nuke
- PFTrack
- Deltagen
- Motionbuilder
- Viacom Blade
- Mari
- Adobe Suite

Career Experience

The Third Floor

2022 - 2023

3D Generalist/Assets and Environment

Core responsibilities included modeling, texturing, rigging. Contributed towards Production Film Assets. VFX and post-production work. rendering with V-RAY and Arnold. Maya and blender for modeling and Rigging. UNREAL ENGINE for Mercury workflow.

Bytedance/TIK TOK

2021- 2022

3D Generalist / Character Modeling and Rigging

Core responsibilities included modeling, texturing, rigging biped. Contributed towards Tik tok avatar system and assets creation. UNITY and UNREAL ENGINE

Canon/Honda 2017 - 2021

3D Generalist/ Marketing

Core responsibilities included modeling, texturing, animation, rigging and compositing. Contributed towards NSX data clean up and set up of assets for VFX post-production labor for Honda marketing and commercials. Conducted detailed and visually captivating automotive rendering with V-Ray , Arnold and Mental Ray

Giant Propellers 2016 - 2017

3D Generalist

Performed modeling, texturing, animation, rigging, and dynamic for Giant Propellers projects.

Station 82 - Detroit Street Film 2015 - 2016

On-set VFX Supervisor and DP/Look Developer

- Held responsibility for lighting design, concept art, and art direction for the short film "Machina Sangre". Oversaw a diverse crew consisting of 15 team members.

Just the Right Shoe/Vail Studio 2014 - 2015

- Developed 3D designs for miniature shoes for 3D printing.

GyroHSR, Hard Surface Modeling 2013-2015

Modeled, textured, and rendered in Mental Ray/Renderman. Modeled Verizon products for TV and internet commercials. Conducted tracking and match moving in After Effects/Nuke/PFTrack.

- Executed a 2D concept, 3D creation, and motion graphics.

Cicada Princess
2012

3D Generalist/ Layout Artist

Performed modeling of assets, match moving/animation, and pre-visualization under Director Mauricio Baiocchi.

Pixel Corp
2012–2013

Motion Capture Artist

Delivered polished motion capture shots and 3D data with Motionbuilder.
Carried out live capturing of athletes in dynamic motion holding props for Adidas.

Mixamo
2011-2012

Character Artist

Modeled and textured a game ready character: “Adam”, for auto-rig demonstration. Created a high- and low-resolution model: 1000-16000 polygons. Developed a deformable and efficient model, map extraction from high-resolution versions, and sculpted morph targets for use within a Maya/ZBrush pipeline.

Graphic Design/ Digital Work
2012-2015

Graphic Designer

Kwik Way Restaurant
Executed website design and visualization project.

Milk Specialties Global, Animal Nutrition
2011-2012

Graphic Designer

Created engaging and bespoke email marketing deliverables for broad customer outreach.
Developed an interactive online flyer with Adobe Acrobat and Flash. Updated legacy collateral to current platforms to enhance appeal.

**Tutor
2010**

- Tutored students in new digital media and 3D applications.

**Paper Tower Studios
2010-2012**

- Utilized Flash to devise and create internet banner advertisements. Carried out compositing work and numerous hand-on projects.

**Turn Here (Internet Video)
2/2008-11/2008**

Sales Associate/Scheduler

Held accountability for the Canadian region's scheduling of commercial production for web videos. Conducted thorough research on product market variation, growth opportunities, and methods of distribution for the international market. Researched the market landscape and product usability to boost our customer base using CRM software.

Express Fashion
2008-2009

Sales Associate

Blockbuster Video
1/2006-9/2007

Sales Associate

Education

Bachelor of Science in 3D Animation and Visual Effects, 2010
Ex'pression College for Digital Art

Bachelor of Arts in Art and Visual Communications
Judson University

Languages

English: Fluent

French: Fluent

