

# STANLEY ILUKHOR

Technical Artist/Animator

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## SKILLS

- Game Design
- Animations
- 3D Modeling/Digital Sculpting
- Rigging
- UV Unwrapping/Texturing
- Lighting/Rendering
- Programming/Scripting
- Concept Art/Design
- Storyboarding
- Web Design/Graphic Design
- Game Engines - [Unity, Unreal]
- Web Apps/Games (HTML5/Javascript)
- Shaders Scripting



## EDUCATION

### BACHELOR OF FINE ARTS

The Illinois Institute of Art - Chicago, IL 2017

BFA in Game Art and Design



## WORK EXPERIENCE

### FREELANCE ARTIST/PROGRAMMER

Chicago IL Jun 2018 - Current

- Worked on several web mobile app
- Game design for mobile/PC
- Unity programmer and technical artist on several game projects

### LEAD FRONTEND DEVELOPER

FitchSolutions - Chicago, IL Aug 2017 - Jun 2018

- Working on various financial applications/widgets, plugins and UI using JavaScript, backbone and vueJs frameworks
- Creating server side plugins in node with hapiJS
- Building and Packaging custom tool and component as npm node packages

### AEM/CQ5 DEVELOPER

Morningstar Chicago, IL Jun 2015 - Nov 2015

- Create AEM/CQ5 components for their new responsive v2 pages
- Create responsive components in AngularJS framework
- Integrating dynamic responsive components created by offshore teams.
- Worked with BA & QA team to develop detailed technical requirements and specifications

### UI/UX DEVELOPER

Marketron Interactive - Chicago, IL Aug 2013 - Jul 2015

- Design and created a Mobile Web App and its Mobile Admin CMS
- Fix related bugs on Marketron Basestation CMS clients sites.
- Coordinate and communicate daily status and progress with team members
- Liaise with user interface (UI) design engineers and product manager for multi-phase project.

### FRONT-END DEVELOPER

Sears Holding Corp. Chicago, IL Nov 2012 - Jul 2013

- Create UI/UX prototypes
- Converting UX PSDs to interactive HTML5 Web Apps
- Work closely with UX team to effectively strategize the best process/technical solution



## SOFTWARE

- Maya
- Zbrush
- Substance Painter
- Substance Designer
- Adobe Creative Suite
- Unity
- Unreal