

Jonathan Yomayuza

Los Angeles, CA

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SOFTWARE

Zbrush
3D Studio Max
Maya
Adobe Suite
Substance Suite
Unity /Unreal Engine

SKILLS

Project Management
High Poly Modeling
Low Poly Retopology
Photogrammetry
Blueprints
Shaders

EXPERIENCE

Last Whispers Inc 501(c)(3)

Projects: Last Whispers, Any War Any Enemy, Reversal 12/2020- Present

<https://www.lastwhispers.org/>

VR Technical Director, Producer

Impossible Objects

Projects: Western Digital Edgerover, Toyota The Chase,
Diablo Immortal Battle at Home Screen,Turo, Polestar 12/2020- 11/2022

www.impossible-objects.co

Vehicle TD, Character TD, Generalist

Emblematic Group

Projects: Kiya, Across the Line, Out of Exile, Frontline Immersive,
LAMOTH, AT&T 5G, Last Whispers, GCDS 11/2015- 01/2021

www.emblematicgroup.com

VR Technical Director, Generalist

Heavy Iron Studios

Projects: Disney Infinity, South Park the Stick of Truth,
Family Guy Back to the Multiverse, 12/2011- 9/2015

<https://heavyiron.games/>

Associate Artist, UI, Mobile development

Brigand Studios

Project: Unannounced Survival Horror 7/2011-12/2011

Environment Artist, Texture creation

Game Wizards

Project: Victim, Genre: Horror (1st person shooter) 10/2008-12/2010

<http://www.indiedb.com/games/victim>

**Project Lead, Technical Artist, Cinematics, Level Design,
Rigging, Animating, Kismet, Scripting, UI**

EDUCATION

The Art Institute of California-Los Angeles

Bachelor of Science degree in Game Art & Design