

ADEWALE (HAFEEZ) ABDULKABIR

TECHNICAL ARTIST | TOOLS & PIPELINE, SHADERS, OPTIMIZATION

Skövde, Sweden / Remote | ade.waleigh@gmail.com | [Portfolio](#) | [LinkedIn](#)

PROFILE

Technical Artist specializing in tools, pipeline, and real-time optimization for Unreal Engine 5, with a growing focus on shader and HLSL development. Enjoy building systems that are configurable and persistent rather than hardcoded. Experienced in Python automation and Houdini procedural workflows, with a track record of shipping a production title as sole Technical Artist. Recently completed a Master's in Media Arts at the University of Skövde.

RECENT TECHNICAL PROJECTS

UE5 Optimization Auditor | [GitHub](#)

- Editor Utility Widget auditing scenes and assets against platform-aware, frame-budget-aware thresholds. Unified Nanite/LOD decision logic, automated safe fixes, and clear manual recommendations where artistic judgment is required. Built in Blueprint and Python.

UE5 Naming Convention Checker | [GitHub](#)

- Editor tool validating and auto-fixing asset naming conventions, with fully editable rules persisted across editor sessions via a local JSON store. Blueprint-driven UI with a narrow, deliberate Python exception for file I/O.

Stylized Toon Shader System | [More Info](#)

- Complete cel-shading pipeline built from first-principles HLSL, quantized lighting, custom specular, rim light, and a vertex-stage outline technique – architected as five reusable Material Functions, applied across a full character.

Full portfolio, including additional tools and production work: [Portfolio](#)

PROFESSIONAL EXPERIENCE

Principal Technical Artist | Quiva Games | Enugu, Nigeria

Nov 2021 – Mar 2025

- Rigged 20+ characters, props, and 2D/3D assets in Maya for real-time deployment, retargeting rigs to Unreal Engine's mannequin skeleton and validating physics constraints and runtime performance across a team of 6 artists.
- Built a Houdini Digital Asset (HDA) procedural wire and cable tool that reduced asset turnaround from hours to under 20 minutes, with built-in variation generation significantly accelerating the team's production pipeline.
- Set up and configured rigs directly within game engines, handling physics constraints, runtime performance validation, and seamless handoff to the animation pipeline.

Technical Artist | [Liqair Studio](#) | Enugu, Nigeria

Nov 2021 – Dec 2022 (concurrent)

- Provided technical support and visual guidance to 3D artists across modelling, texturing, UVing, retopology, and mesh optimisation.
- Contributed rigging support and post-processing integration to improve visual output and runtime efficiency across real-time productions.
- Conducted workflow R&D to identify pipeline bottlenecks and implement improvements that enhanced team productivity and asset consistency.

3D Modeling Instructor | Envivo | Lagos, Nigeria.

2020 - 2021

- Planned and Designed 3D modeling/rendering curriculum using Autodesk Maya.
- Held regular classes, and QA classes weekly to assist with issues and provide technical support to EnvivoPlay students.

Freelance 3D Artist | [Various Clients](#) | Lagos, Nigeria

2019 - 2020

- Delivered optimized 3D assets for environments, props, and characters, covering modelling, sculpting, retopology, UV unwrapping, and texturing for real-time and cinematic use.
- Produced character and prop animations for client projects, supporting both game-ready and pre-rendered deliverables.
- Maintained clean topology and performance standards across all work, ensuring assets were production-ready and within client specifications.

Game Development Instructor | Center4Tech | Lagos, Nigeria.

2019 - 2020

- Taught game development in-house using Unity and Construct2.
- Trained and managed other instructors on game development.
- Assisted in designing game development curriculums used for summer camps and other programs.

Game Developer Intern | Center4Tech | Lagos, Nigeria.

2017 & 2018

- Built small-scale games in Unity and Construct, implementing gameplay logic, UI systems.
- Gained foundational exposure to real-time development.
- Instructed 2D and 3D games in public high schools and Young Inventors Summer Camps organized by Center4Tech

COMMUNITY & LEADERSHIP

Co-Founder / Tech Lead | [Africacomcade](#) | Pan-African

Jun. 2020 – Present (alongside professional roles)

- Co-founded a pan-African game development community, driving technical direction and fostering a collaborative ecosystem for African game creators.
- Organized and led industry events, workshops, and initiatives to advance game development education and visibility across the African continent.
- Directed and contributed to a range of community and client projects spanning games, animations, and VR prototypes.

CORE SKILLS

Engine: Unreal Engine (Blueprints, Editor Utility Widgets and HLSL/Materials, Niagara), Unity.

DCC Tools: Houdini, Maya, Blender, Substance Painter, Adobe Suite, Spine.

Pipeline: Tool Development, Workflow R&D, Asset Optimization.

Version Control: Git

Scripting: Python, VEX, Maya Commands, PyMEL, HLSL, GLSL, C++, C#

Collaboration: Slack, Notion

Art Skills: Modelling & Texturing, Rigging, Animation, Level Design.

Languages: English (Fluent), Swedish (Basic)

Rendering: Post-processing, Material Authoring, Performance Profiling.

Work Authorization: Can work in Sweden/EU

Soft Skills: Cross-discipline Collaboration, Technical Problem-solving, Communication, Team Player, Empathy.

PRODUCTION SPOTLIGHT

Edge of Infinity | [Play Store](#) | [Trailer](#)

Third-person PvPvE Extraction Arena Shooter · Android

A dark, fast-paced extraction shooter where players battle AI enemies and rival squads to collect rare resources and extract alive. Developed by Quiva Games, one of Nigeria's foremost indigenous game studios.

Role: Principal Technical Artist | Studio: Quiva Games | Platform: Android (Google Play)

EDUCATION

Master of Arts - Media Arts, Aesthetics and Narration | University of Skövde, Sweden.

2025 - 2026

Bachelor of Engineering - Computer Engineering | University of Ilorin, Nigeria.

2014 - 2019