



OLAYINKA FAKIYE

CHARACTER DESIGNER

CONTACT



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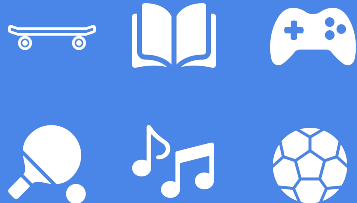


[LinkedIn Portfolio](#)

LANGUAGES

English
Yoruba

HOBBIES



AWARDS & RECOGNITION

EICOP (HBCU IN LA) 2025 Finalist

Winner of Homecoming Banner Competition: 2022

EDUCATION

BACHELOR OF FINE ARTS
(Animation)

2021-2025

Morgan State University, MD

ABOUT ME

Eager to begin my career in animation or game development, I'm a character designer skilled in creating compelling and expressive characters for diverse narratives, with a focus on stylized animation. My goal is to contribute to creative projects through my abilities in character development, visual storytelling, and teamwork.

EXPERIENCE

Indie Game Development – Professor Collaboration (2025 – present)

- Collaborating with a university professor to develop an original indie game, contributing to world-building through character and weapon design.
- Designed a roster of unique characters and functional weapons, integrating narrative themes and gameplay mechanics.
- Participated in regular design reviews, applying feedback to iterate on designs and improve visual consistency and storytelling impact.

Commissions

- Designed and illustrated unique characters for individual clients, generating more than ten concept sketches per project and exploring diverse stylistic approaches.
- Collaborated closely with clients through detailed consultations, active listening, and clarifying questions, incorporating feedback across multiple revision stages to ensure alignment with creative briefs and achieve 100% satisfaction.

Personal Projects

Roller Skate Girls:

- Developed a group of five diverse characters for a personal project focused on showcasing dynamic poses and vibrant color palettes.
- Utilized advanced knowledge of anatomy to pose each character in a way that highlights their distinct personalities and relationships.

Cave-Men:

- Designed three distinct caveman characters (a leader, a warrior, and a shaman) utilizing shape language to emphasize contrasting personalities and roles within

OffTheWall:

- Designed a sports-themed character lineup showcasing diverse body types, dynamic poses, and expressive character designs rendered with a stylized approach and vibrant color palette.
- Employed stylized rendering techniques and a vibrant color palette to create visually engaging character designs, highlighting attention to detail in costume and anatomical accuracy.

SKILLS

- | | |
|------------------|----------------------|
| • Photoshop | • Color Theory |
| • Procreate | • Shape Language |
| • Anatomy | • Storyboarding |
| • Communication | • Team Collaboration |
| • Problem Solver | • Patience |

