

Eric T. Ofoe

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Profile

Skilled, experienced artist with strong skills modeling, animation, drawing and composition. Experience in game and film production setting and excelled. Well versed in a variety of software, with the ability to quickly learn and apply new tools. Proven ability to be able to work well with a team or as lead. Able to adapt to different styles and ability to problem solve, while concisely communicating with a team to ensure a unified look of the end product. Skills and experience include:

Storyboarding	Drawing/Illustration	Staging	Adaptable
Composition	Mental ray rendering	2.0 ActionScript	Multitasking
Compositing	Hard Surface modeling	World Building	Deadline Driven
Visual Storytelling	High/Low-poly modeling	Rotoscoping	Quick Learner
Texturing; diffuse, normal/bump, spec/gloss, etc		Mechanical Skills	Problem Solver

Education and Training

B.S in Game Art and Design	<i>Westwood College</i>	2010 – 2012
Game Art and Design	<i>The Art Institute of California LA</i>	2005 – 2009

Software

3D Studio Max	Photoshop	Unreal Engine	Maya
Flash	Mocha Pro	Zbrush	Mudbox
Nuke	After Effects	Unity	Houdini

Professional Experience

Junior Artist (Freelance) *Nomad Editing Company* August 2016 – August 2016

- 2D Planar tracking
- Rotocoping for commercial use
- Working with a team
- Strong language skills and time management requirements

Projects:

Apple commercial Campaign

Roto/Paint Artist *HeckArt Studios* June 2016 – July 2016
April 2013 – August 2013

- Performed planar tracking and rotoscoping.
- Exporting matte shapes and preparing node network in Nuke for final 3d conversion.
- Clean Plate creation, wire removal and Shot stabilization.
- Screen replacement and color keying
- Contributed to production meetings and finished all work promptly

Projects:

Altergeist (2013), Love Kills (2016)

Professional Experience - Continued

Rotoscope Artist

Identity Fx, INC.

May 2011 – July 2011

- Performed planar tracking and rotoscoping for stereoscopic conversion.
- Worked with team in breaking scenes up to help establish level of depth needed.
- Exported matte shapes and preparing node network in Nuke for final 3d conversion. Participated in sweatbox checking everyone's work.
- Assisted team lead in scheduling and ensuring team met deadlines.

Projects:

Green Lantern 3D (2011), *Conan the Barbarian 3D* (2011)

Environment Artist

Game Wizards – AICLA

March 2008 – Dec. 2008

- Designed and modeled high and low-poly assets for game levels from concept art to finished product.
- Created texture maps (diffuse, specular, Normal/Bump, etc.) in game lighting,
- Worked closely with Art Director for collaboration in a team to create a cohesive uniform style and engaging gameplay for the game environment.

Projects:

Killing Time (Winner 2nd Place/Non-FPS mod/ Make Something Unreal Contest Phase 3), *Millagun*, *Exodus*.

Digital Artist

Freelance work

Sept. 2007- Present

- Collaborated with writer, director and other artists on in-house and pitch storyboards for commercial use.
- Illustrated 16 pages for scenes children's book
- Worked with writer to establish mood, setting, level of detail, desired style.

Projects:

Beeshee Goat's Story, Can You Survive? A Deadly Halloween Choose Your Own Adventure!

Clients:

Yellow Cab, YouTube Nation.