

RESUME

Eddie Offermann

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OBJECTIVE

To leverage my background in CG, software development and communication to provide outstanding visuals for commercials, feature films and effects-intensive episodic television.

JOB EXPERIENCE

CG Artist, Asylum Visual Effects – www.asylumfx.com Dec. 2006 - Present

Provided 3d tracking, on-set effects supervision, custom code development and artist supervision for a variety of high end commercials and feature film projects.

CAP Instructor, Full Sail Real World Education – www.fullsail.com 2006

Provided expert, specialized assistance to associates and bachelors degree students completing their final projects in matchmoving and compositing, and to a lesser extent, students in other cg disciplines.

Proprietor, OpaqueWhite Studios – www.opaquewhite.com 2001-Present

Developed a collection of tools allowing relighting, retexturing, and algorithmic forest and crowd propagation, and training materials for advanced matchmoving techniques.

Various to Assoc. Course Director, Full Sail – www.fullsail.com 2002-2006

Managed team of instructors developing and delivering course materials covering a constantly evolving subject area. Developed and delivered course materials, tutorials, tests and example projects in SD and HD, clearly communicating through examples a comprehensive overview of the integration of cg and live action components including compositing, scripting, 2d & 3d tracking, lighting, and render setup.

Digital Media Producer, Image Technical Services – www.imageits.com 2001-2002

Produced projects for delivery on everything from CD-ROM and Web through television, DVD and HD presentations and 3D Kiosk displays. Projects consisted of motion graphics, animation, live action and cg, as well as traditional 2d graphic design. Managed teams of varying sizes.

Various, up to Supe of Digital Media, Coleman Aerospace – www.crc.com 1993-2001

Video production and retouching, 3d animation and concept modeling, as well as 2d graphic design and web production. Managed a variable team of 1-5 people depending on the project. Maintained SECRET clearance.

Proprietor, Eddie Offermann Software 1987-1992

Developed and released two games, operating system enhancements, a bilingual (English and Hebrew) database program and other projects in languages ranging from Assembly to REXX.

EDUCATION

University of Central Florida, Double Major, Philosophy and Psychology 1987-1992