

## 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](http://www.asylumfx.com) Dec. 2006 - Present*

Provided on-set effects supervision, custom code development, artist supervision and 3d tracking for a variety of high end commercials and feature film projects. As of March 2008, I'm the Animation Data Pipeline TD on The Curious Case of Benjamin Button, primarily providing custom tools for managing camera and animation data throughout the pipeline.

*CAP Instructor, Full Sail Real World Education – [www.fullsail.com](http://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](http://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](http://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](http://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](http://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