

Olivia Bouwkamp

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Objective: Becoming part of a creative and motivated team, working on challenging projects within the digital film-making world.

Employment

ImageMovers Digital - Novato, California, United States of America **10/2008 - 10/2010**

- "Yellow Submarine", 2012
- "A Christmas Carol", 2009
- "Mars Needs Moms", 2011

Motion Capture TD / Scene Layout TD

Integration and editing of Motion Capture data. Synchronicity and continuity checks.

Assembly of set and prop assets, cameras and performance. Basic compositing of shots (characters and background). Training of new team members.

Programs used to accomplish these tasks: Maya, MotionBuilder, Nuke, Shotgun

Jr. ATD

09/2010 - 10/2010

Creating and troubleshooting data output from animation. Keeping track and organizing caches and exported data. Helping the team of Anim TDs during crunch time.

06/2009 - 09/2009

Programs used to accomplish these tasks: Maya, SAMS (in-house asset, shot, and scene data manager)

Jr. Animator

07/2010 - 10/2010

Keyframe animation on top of cleaned and edited Motion Capture data. Fine tuning body, finger and face motion

05/2009 - 07/2010

Jr. Model Maker

Building cardboard models from cg reference during model shop overtime, helping the team meet their deadlines.

Humbug Entertainment - Los Angeles, California, United States of America

02/2008 - 10/2008

- "A Christmas Carol", 2009
- Non disclosed projects for ImageMovers Digital

Motion Capture Technician

Reconstructing, labeling, tracking, and cleaning of body and facial motion capture data.

Training Motion Capture Technicians and writing training material. Supervising work quality and output of a small team.

Programs used to accomplish these tasks: Vicon Nexus, Vicon Blade, Vicon iQ

Polygon Entertainment - San Rafael, California, United States of America

09/2007 - 02/2008

- "Chaw", Feature for Korean Release, 2009
- "Fist", Feature for International Release, TBA
- Non disclosed in-house projects

Production Secretary

Planning and scheduling pre-production, production and post production, office tasks, VFX breakdown, and casting & location assistant.

Programs used to accomplish these tasks: Excel, Word, Illustrator

In-House Artist

Graphic design for print and web, maintaining website, digital painting.

PreViz artist: Creating assets and animation for 3d animated pre-visualization.

Programs used to accomplish these tasks: Photoshop, Illustrator, Fireworks

Virtual Republic - Düsseldorf, Nordrhein-Westfalen, Germany

06/2007 - 07/2007

3d Artist/Generalist

Modeling and shading for commercials for the German market (trainee)

Programs used to accomplish these tasks: Softimage XSI

Ex'pression College - Emeryville, California, United States of America

10/2006 - 04/2007

Tutor for the Animation and Visual Effects Program

Helping students with problems and questions about texturing, lighting, compositing, animation, rigging, and general issues with Maya, Photoshop, and After Effects.

Experience

- Bohemibot - Feature Movie** 12/2007 – 01/2008
Green screen extraction, roto, and matchmove. Compositing 2d plates into 3d environments.
Programs used to accomplish these tasks: Shake, Silhouette
- The Day My Soul Became A Star - Animated Short for the Make A Wish Foundation** 03/2007 – 08/2007
Texture painting, look development (Photoshop, Maya, After Effects). Translation of script into German.
Programs used to accomplish these tasks: Photoshop, Maya, After Effects, Word
- Theaterquarantäne (Staats Theater Darmstadt) - Darmstadt, Hessen, Germany** 10/2002 - 06/2004
Make-Up, Props, Production Assistant
Responsible for make-up and hair, set dressing and organizing the stage and props during production. Assisting the team (director, actors, light and sound people).

Education

- ImageMovers Digital Art Classes** 08/2009 – 10/2010
Figure Sculpture classes taught by Richard Miller
Card Modeling class taught by Fon Davis
Practical Model Making class taught by Fon Davis
- Ex'pression College for Digital Arts - Emeryville, California, United States of America** 11/2004 - 03/2007
Bachelor of Applied Science in Animation and Visual Effects (Valedictorian)
- Justus-Liebig Schule - Darmstadt, Hessen, Germany** 08/1995 - 06/2004
Abitur (diploma from German secondary school qualifying for university admission or matriculation) in German Literature, Art and Art History, and Mathematics

Skills and Interests

- Fine Art (drawing, sculpting, painting)
- Training/instructing
- Troubleshooting
- Platforms: Linux, Windows, Mac
- Photography
- Model making
- Fluent in spoken and written German
- Programs: Maya, Motion Builder, Nuke, Photoshop, After Effects, Shotgun, Nexus, Blade