

LAURA HOHMAN

(she/her/hers)

CG SUPERVISOR - LEADER - PEOPLE MANAGER

CONTACT

612-309-7996
hohmanlaura@gmail.com
Linkedin.com/in/laurahohman
Los Angeles, CA, USA

SKILLS

// PROFESSIONAL

Creates administrative and organizational processes

Experience managing a variety of disciplines

Extensive knowledge of CG pipelines and workflows

Mentorship and development of teams

Proactive and vocal team member who understands the value of collaboration

Creates an inclusive and safe work environment

// TECHNICAL

Shotgrid, Google Suite, Trello, Confluence

Maya, Substance Suite, Adobe Suite, Zbrush, Unreal Engine, Xgen Grooming, MASH, Mari

EDUCATION

BS Media Arts and Animation

The Arts Institutes International MN, Minneapolis, MN
2010

SUMMARY

Creative with 5+ years leadership experience and 12+ years animation experience. Enjoys building teams and communities that trust each other and respect one another, letting individuals grow and develop around their personal strengths. Works with all levels of leadership to deliver a final product that is within budget, on schedule, and maintains the integrity of the show's creative vision.

EXPERIENCE

CG SUPERVISOR

2019 - 2022

Nickelodeon Animation Studios, Burbank, CA
Rugrats Season 1, Monster High Season 1

- Responsible for creating the necessary look as designed by showrunner and leadership within budget parameters.
- Partnered with show leadership to supervise CG visual development.
- Offered suggestions and alternatives during creative reviews of scripts/designs/boards/assets/animation/rendering to help achieve desired vision within production/budget process.
- Partnered with production management to provide solutions to hit overall production schedule and scope.
- Partnered with leadership to create opportunities for CG department at studio, including community outreach with a high school CG Mentorship Program, submitted proposals for panels and strategy for conventions and conferences (such as Siggraph, CTN, Lightbox), and CG specific trainee/apprenticeship options to increase talent flow into studio.
- Mentored and supported creatives to ensure career development and personal growth, allowing for a safe space to create diverse and inclusive teams.

LEAD LOOK DEVELOPMENT ARTIST

2018-2019

Nickelodeon Animation Studios, Burbank, CA
Adventures in Wonder Park Season 1, Rugrats Season 1

- Pioneered the new Xgen Grooming pipeline at studio, adopted across 3 series, and partnered with technology director to create custom pipeline tools and processes.
- Implemented and supported the training of the Substance Suite as the primary texturing set at studio, now currently used across 8 productions.
- Created extensive documentation and guides for new software, techniques and tools at studio, to be shared internally and externally with vendors.

MISCELLANEOUS EXTRAS

- Accomplished speaker - Participated in over 10 panels/demos on various topics.
- Creative Advocate - Maintains personal mentorship program, job posting support, free industry calls, and more to try and pay it forward to the future generation.