





LAURA HOHMAN

(she/her/hers)

CG SUPERVISOR - LEADER - PEOPLE MANAGER

CONTACT

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 Los Angeles, CA, USA

SKILLS

// PROFESSIONAL

Creates administrative and organizational processes

Experience managing a variety of disciplines

Knowledge of a wide variety of software and pipelines

Mentorship and development of teams

Proactive and vocal team member who understands the value of collaboration

// 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. Excels at working across departments and organizational structure to create a healthy environment.

EXPERIENCE

CG SUPERVISOR

2019 - 2022

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

- Bridge between corporate executives, partner studios, vendor studios, directors and executive producers ensuring creative and production goals are understood and clear.
- Partnered with recruiting and talent development to source and hire creatives, leads, and supervisors to meet the goals and needs of the production.
- Built outsourcing strategies and documentation for production to ensure communication and expectations are set between Nickelodeon and external vendors.
- 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.