

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
<https://www.laurahohman.com>

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

Experience working with existing ips and coproductions

// TECHNICAL

Shotgrid, Google Suite, Trello, Confluence

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

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.

SURFACING POINT PERSON

2016-2018

Dreamworks TV Animation, Glendale, CA
Worked on HUB team which oversaw all Netflix productions

- Noted, reviewed, and approved textured assets from Vendor studio.
- Worked alongside show Art Directors to assess scope of designs.

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VOLUNTEER EXPERIENCE

IATSE 839:
The Animation Guild
Executive Board, past President

Rookie Awards:
Finalist Judge
2020 - present
Annual contest where amazing international talent submits work. focus on entry level.

RiseUp Animation Mentor
One off mentor meeting for underrepresented creatives looking for a break.

Personal Mentorship
Free 15 min calls to anyone to help give someone a nudge or inform about industry.

826 LA
Volunteered to help high school seniors craft personal essays for college entrance submissions.

EDUCATION

BS Media Arts and Animation
GPA - 4.0
The Arts Institutes International
MN, Minneapolis, MN
2010

EXPERIENCE continued

TEXTURE ARTIST 2011-2016

Nickelodeon Animation Studios, Burbank, CA

- Created shaders and painted textures for 2012 Teenage Mutant Turtles Series (seasons 1-5).
- Assisted Texture Supervisor with reviewing UVs and overseas Assets.
- Created documentation for pipelines and processes.

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.

FREELANCE ARTIST WORK ongoing

- Titmouse Animation, *The Legend of Vox Machina*, Season 1 and 2
 - Primary Character Texture artist. Assisted in painting and developing processes to better integrate 3d painted characters into 2d Environments. Translated hand painted concepts from Art Director onto CG models.
- Nickelodeon Animation Studios, *Star Trek Prodigy*
 - Early texturing look development experimentation for style of textures.
- Nickelodeon Animation Studios, *Santiago of the Seas*
 - Consulted and lead look development revisions to hit desired style by Art Director and show runner. Created guides and standards for vendor studio.

PROJECTS

Nickelodeon:
Monster High, Santiago of the Seas, Adventures in Wonder Park, Rugrats, Star Trek Prodigy, Albert, Shimmer and Shine, Wally Kazam, TMNT 2012

Dreamworks Animation TV:
DinoTrux, DinoTrux Supercharged, Spirit Riding Free, All Hail King Julien, The Adventures of Puss In Boots, Puss in Book: Trapped in an Epic Tale, All Hail King Julien: Exiled, Voltron, Fast and Furious, The Boss Baby: Back in Business, Kungfu Panda: The Paws of Destiny

Titmouse Animation:
The Legend of Vox Machina