

Kofi Opoku - Ansah

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Employment History

- 2 Jan - 14 Mar 2018 **Unit Media** - Feature film freelance 3D generalist.
- June 2015 - Jul 2017 **Weedi Ltd** - 3D Artist & Animator
3D animator, working with mo-cap for Virtual Sports games.
- May 2015 **Passion Pictures** - Freelance Lead Tracking & Matchmove Artist
Spent two weeks as the sole tracking & Matchmove artist on Les Furrets commercial. This project required me to track 2D plates and set up 3D tracked scenes for use in the pipeline.
- Aug 2012 - Apr 2015 **Glassworks, London** - VFX 3D Artist
Post Production, commercial, animation, film industry - Glassworks.co.uk
- Jul 2012 - Aug 2012 **Glassworks, London** - Runner
Post Production, commercial, animation, film industry - Glassworks.co.uk
- Aug 2011 - Jan 2012 **Finish** - VFX 3D Assistant
Post Production - Finish.tv
I covered all the basic aspects of the 3D VFX generalist pipeline for commercials; Tracking, match-moving, modelling, lighting & rendering whilst working on BMW Joy Wins commercial - www.finish.tv/work/view/joy-wins
- Apr 2010 **Finish**
Post Production - Finish.tv
Spent a week at Finish training on Tracking using *PFTrack*. I was given clean plates of several previously completed commercials by the company to track as part of my training.
- Apr 2010 **D&AD Professional Judging Awards 2011**
Ravensbourne D&AD Ambassador
Shadowed the judges on the panel for the *Film Advertising Crafts* category.
- Sep 2010 **The Mill, Soho, London**
Freelance 3D modeller
Spent about three weeks in the 3D department working on some aspects of the video game Cinematic of **Brink**, by Splash Damage.
Tasks: Modelling a tugboat, organising weapons library and getting it ready for use in the pipeline by assigning textures to models.
- May 2009 **Framestore CFC, Soho, London**
Runner

Apr 2009

The Mill , Soho, London

Runner for the first week then selected to work in the 3D department in the second week.

Tasks: Modeling props of the stadium used for the adidas® F50i

advert - "Impossible Is Nothing" Zidane & Messi.

Technical Skills

- Autodesk Softimage & Maya user
- Environment & Layout Dressing
- 3D Modelling, UV Mapping, Texturing, Rendering
- Expert knowledge in Adobe Lightroom, Photoshop, Illustrator, InDesign
- Tracking - PFTrack, PFMatchit
- Matchmoving - Autodesk Softimage, Maya
- Nuke

Education

Sep 2010 - Jun 2011

BA (Hons) Animation Production

Ravensbourne, London.

The final year covered: producing a 3D animated short, professional practice, storytelling, managing groups as a director and producer, storyboarding and pre-production work, modeling, texturing, lighting, animating, rendering and producing a showreel.

Sep 2008 - Jun 2010

Fda Animation Practice

This course covered all aspects of professional practice such as 2D and 3D animation, life drawing, storyboarding, pre-production work, modeling, texturing, lighting, rendering and other skills essential to the industry.

Sep 2005 - Jul 2007

BTEC National Diploma Multimedia

Hackney Community College, London.

This course covered different course mediums such digital design, sound & music production, web design, 3D modelling and animation, and fine art.

Aug 2003 - Jun 2005

Homerton College of Technology

7 GCSE's including English, Maths, and Italian.

Referees

Available upon Request