

# Kofi Opoku - Ansah

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## Employment History

- 26 Apr 2018 - Current     **Jellyfish Pictures** - Matchmove artist  
Extensive object tracking with 3DEqualizer & Maya.
- 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 Furets 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](http://Glassworks.co.uk)*
- Jul 2012 - Aug 2012     **Glassworks, London** - Runner  
*Post Production, commercial, animation, film industry - [Glassworks.co.uk](http://Glassworks.co.uk)*
- Aug 2011 - Jan 2012     **Finish** - VFX 3D Assistant  
*Post Production - [Finish.tv](http://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](http://www.finish.tv/work/view/joy-wins)
- Apr 2010     **Finish**  
*Post Production - [Finish.tv](http://Finish.tv)*  
Spent a week at Finish training on Tracking using *PFTTrack*. 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
- 3D Modelling, UV Mapping, Texturing
- Expert knowledge in Adobe Lightroom, Photoshop, Illustrator, InDesign
- Tracking & Matchmoving - 3DEqualizer, PFTrack
- 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