

Erich W. Bomke

About Me

I've had the pleasure of being a Supervisor, Lead, Artist in the ever growing, beautifully creative world of animation and live action. Bringing images to life with light and color.

EXPERIENCE

Tower33 VFX, Vancouver – *CG Generalist*

Dec 2025 – March 2026

- Built CG lighting and Nuke compositing templates for use in live action VFX for various properties. Additional modelling, texturing, and system builds.

Bento Box, Atlanta – *CG Generalist*

Nov 2024 – October 2025

- Pipeline consulting, troubleshooting, and optimization.
- Lighting and Compositing on a shot basis needed to complete property on time and efficiently.

Stellar Creative Lab, Vancouver – *Lighting and Comp Supervisor*

Dec 2020 – July 2024 Marvel Studios : What If...? , Marvel Zombies

- Developed lighting tools, compositing templates, gizmos, building library of instructional videos, look development tools and setups.
- Created episodic breakdowns for information on camera specs, color, light, and live action reference.
- Oversaw team members, designated assignments, provided training, met with client to go over desired looks and best approaches.

Goldtooth, Vancouver – *Senior Lighting and Compositing*

Mar 2020 – July 2020 Various Projects

- Responsible for establishing lighting look of projects, lighting assets, shots, and compositing for various PBR projects.

Bardel Entertainment, Vancouver – *Lighting and Comp Lead*

Jan 2018 – Aug 2019 The Dragon Prince

- Developed tools, looks, keys, and color scripts for various episodes.
- Oversaw team members, designated assignments, provided training.

EDUCATION

Digital Animation Visual Effects School

2013-2014 - Orlando FL

SKILLS

In addition to years of production experience in animation applications, render engines, compositing software, I also have several years experience with photography and video having used both spherical and anamorphic lenses for various projects. As well as providing consultation for lighting and color.