

Erich W. Bomke

Digital Artist:
Lighting Artist
Look Development

+250.864.2950
ewbomke@gmail.com
Vancouver, BC
www.erichbomke.com

PROFILE



Proficient artist in 3D software with imagination and understanding of concepts, key tools, and features. Understands the process needed to create beautiful images from real world or 2D reference.

EXPERIENCE



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|----------------------------------|--|--|
| July 2020 - October 2020 | Senior Lighting and Compositing Artist | Monsters at Work |
| ICON Creative | Lighting and Compositing key shots based upon artwork supplied by client. Developing set lighting based off reference from Art Department. | |
| February 2020 - July 2020 | Senior Lighting and Compositing Artist | Various Projects |
| Goldtooth Creative | Responsible for establishing lighting look of projects, lighting assets, shots, and compositing for various PBR projects. Working closely with supervisors to best light for given sequences. Look Development for the lighting portion of pipeline. | |
| Jan 2018 - August 2019 | Lead Lighting and Compositing Artist | Netflix: The Dragon Prince / Various Projects |
| Bardel Entertainment Inc | Responsible for leading episodes, reporting to supervisor and director, master shot lighting, building tools, overseeing team members to produce results in a timely manner. As well as leading Art based Lunch & Learns. | |
| Nov 2015 - Dec 2017 | Lighting and Compositing Artist | DreamWorks DinoTrux |
| Bardel Entertainment Inc | Responsible for reporting to Lead and Supervisor to help create episodes on time for delivery. Completed 3 Seasons while also acting as senior artist to junior and intermediate artists. | |

EDUCATION



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|-----------------------|---|--|
| 2013 - 2014 | Technical Certificate in 3D Animation and VFX | Digital Animation and Visual Effects School |
| Orlando, Florida | Helped produce an award winning short "The Brothers Grimm" by helping lead student teams of Character Modeling, Environment Modeling, Texturing, Lighting, and Compositing. | |
| Graduated 2009 | Associate of Arts | Central Florida College |
| Central Florida | | |

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SKILLS

Maya

VRay

Modo

Mudbox

Nuke

Arnold

Mari

Fusion

RenderMan RIS/REYES

Z-Brush

Photoshop

Quixel Suite

Part of the beta testing unit for RenderMan updates since 2009.

