

# Erich W. Bomke

Digital Artist:  
Lighting Artist

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## 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

<b>Jan 2018 - August 2019</b> Bardel Entertainment Inc	<b>Lead Lighting and Compositing Artist</b> Responsible for leading episodes, reporting to supervisor and director, master shot lighting, building tools, overseeing team members to produce results in a timely manner. Also ran many art, lighting, and tool building workshops for team members of studio.	<b>Netflix: The Dragon Prince</b>
<b>Nov 2015 - Dec 2017</b> Bardel Entertainment Inc	<b>Lighting and Compositing Artist</b> 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.	<b>DreamWorks DinoTrux</b>
<b>Feb 2015 - Oct 2015</b> Awesome Inc.	<b>CG Artist</b> In more of a generalist role, I supplied the studio with Modeling, Texturing, TD Lighting, and Scratch Comp.	<b>Your Pretty Face is Going to Hell (TV Show)</b> <b>Commercial/Ad Work</b>

## EDUCATION

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

## SKILLS

Maya	VRay	Modo	Mudbox
Nuke	Arnold	Mari	Fusion
RenderMan RIS/REYES	Z-Brush	Photoshop	Quixel Suite