

Nick Hoefly

3D/Motion Graphics Artist | Digital Video Editor

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Summary

I am an enthusiastic digital artist with experience in both team and individual environments. I have a solid foundation in the principles of animation and story driven narrative as well as efficient time management and organizational skills.

Employment & Production Experience

ProductionHUB.com April 2006 - August 2010

Motion Graphics Designer / Producer / Camera Operator / Editor

Motion Graphics Work - Web site tutorials, promotional & informational videos.

Live Video Work - ProductionHUBTV Presents:

- Interviews from NAB 2008, 2009, 2010
- Interviews from the Florida Film Festival 2009, 2010
- Interviews from InfoComm 2009
- Interviews from Cine Gear Expo 2010

IDEAS / Integrity Arts January 2010 - April 2010

Post Production Intern - Supported and participated in the duties of the Assistant Editor. These duties included running and routing tape decks, encoders, dvd players, etc; as well as authoring, creating and duplicating dvds. In addition to these tasks, I gained a valuable insight into the business side of producing projects for clients.

University of Central Florida DM Visual Language Track August 2007 - May 2009

Atlas' Revenge (2009)

Editor / Animator / Composer / Marketing & PR - This was my first experience in animated narrative. The award winning short "Atlas' Revenge" was developed and completed by my peers and myself over 1.5 years while in the Digital Media, Visual Language Track at UCF. The program focuses on storytelling through computer animation. Unique to this program is the studio environment method where the class works as a team to produce one film rather than a film for each student. While we all had a hand in each part of the process, I served primarily as the editor as well as a member of the story development team, animation team, rendering team and the compositing team.

"Atlas' Revenge" is currently submitted to several festivals and has recently been awarded 1st prize in the Industrial Animation category of the SpaceTime exhibition at SIGGRAPH 2010.

Education

University of Central Florida
Orlando, FL

Bachelor's of Art in Digital Media, Visual Language
2005 - 2009

Relevant Skills

Proficient on both MAC and PC platforms

Software:

Adobe After Effects

Adobe Illustrator

Adobe Photoshop

Adobe Premiere

Apple Final Cut Pro

Apple Motion

Apple Shake

Autodesk Maya

Microsoft Office Suite