

# Resume Jeroen Koffeman



## Personalia

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Name: Jeroen Koffeman  
Adress: Zakkendragerssteeg 45  
Zip Code: 3511 AA  
Tel: 0644792487  
Website: [www.KoffCreative.com](http://www.KoffCreative.com)  
E-mail: [info@jeroenkoffeman.nl](mailto:info@jeroenkoffeman.nl)  
Date of birth: 27-1-1990  
Place of birth: Emmeloord  
Nationality: Dutch

## Commissions

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### 2013

Willem van Oranje, Selfie  
Client: House of Visual Culture in Breda.  
Techniques: Xsense Motion capture suit , MVN Studio, Zbrush, Maya, Aftereffects.

### 2012-2013

Quiz Animations for the Dutch tv-show 2voor12  
Client: VARA  
Techniques: Tvpaint, Blender, Zbrush, Aftereffects,

### 2014

Afvalwaterbeheer in één hand  
Client: Waterschap Zuiderzeeland  
Funny infographic about the polder boards  
2d animation and direction

### 2015

Woezel & Pip, Seizoen 3  
Client: Illuster bv  
Rigging en Animatie

### 2015

Woezel & Pip, Op zoek naar de sloddervos (Feature film)  
Client: Illuster bv and Tom de Mol Productions  
Head Rigging, also did some effects animations

### 2015

Cultivating Probability, videoinstallatie met motion capture animatie  
Client: Marjolijn Dijkman  
Motion Capture en 3d animatie

### 2016

Prospects of Interception, videoinstallatie met 3d animatie  
Client: Marjolijn Dijkman  
3d animatie

### 2016-2018

My Magic Pet Morphle  
Client: Van Merwijk Producties  
Rigging, (some) animation and Software development

### 2017

The amazing inventures of Zac and Smart-E  
Educational animation series for Kunskapsskolan

Client: HammerSmith Hardmen Media  
Rigging, direction and animation of c.a 20 3-minute animations in Moho.

2017

Film: 2020  
Client: Robert Glas  
Kinect-sensor depth recording, file handling and software guidance in Unity3d

## **Workshops and Presentations**

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2016 and 2017

Xsense motion capture workshop for animation students.  
Client: akv. St. Joost

2014

Xsense motion capture presentation during Value Increased by Visual Design(VIVID) International Conference, Podium Bloos, Breda.  
Client: akv. St. Joost

2014

Xsense motion capture presentation in Eye Film Institute, Amsterdam. Part of St. Joost program: Stranger than Fiction.  
Client: akv. St. Joost

2013

SPOT: Den Haag, Netherlands (One week animation workshop)  
INCA ACAM: Llinar del Vallès, Spain (One day animation workshop)  
My Life is Film: Mardin, Turkey (One day animation workshop)

## **Education**

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2017

v2 workshop, collaborative machine learning

2016

Schoolism CopenHagen, character design Workshop

2013-2014

### **Animation Master, St. Joost Acedemy for Art & Design**

Courses: Storyboarding (Hisko Hulsing), Scenario Writing(Sytske Kok), Concept and Development(Leon van Rooij & Maarten Koopman), Sound Design (Renée Merkelbach) Tvpaint animation(Peter Wassink), Research skills(Annemarie Quispel), Research counseling(Sarah Lugthart), Entrepreneurship (Fred van Hoek),

2012-2013

### **Educational Studies at Utrecht University, Faculty of Humanities**

Course certificate: Introduction to Educational Design

2007-2013

### **Bachelor of Design with Honours, Animation at Utrecht School of the Arts, Faculty of Art, Media & Technology**

Courses: Animation Concept & Development(Egbert de Ruiter & Roelof van den Berg), 3d animation in Maya(Bobby de Groot), Editing & Compositing(Rollof de Jeu), Drawing (Ronald Nijhof), Zbrush-Sculpting (Ivo Diependaal), Character Design and Composition (Patrick Schoenmaker), Animation Principles (Roelof van den Berg, Peter Wassink, Marissa Delbressine) Film Semiotics (Judith Franco), Animation History(Yvonne van Ulden)

2001-2007

### **VWO Zuyderzeecollege Emmeloord**

## **Internships**

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2009

Studio Rosto AD, 3d Storyboarding(previs) on Mixed-Media film The Monster of Nix(2011)  
Technique: Cinema4d

2009

Motion Graphics Marissa Delbressine, 2d Concept drawings, 2d character animation and coloring  
Techniques: Tvpaint, Photoshop. Pencil drawings.

### 2011

Intercultural Design Program in Ghana, mixed-media Film  
Clients: Unicef Ghana, Plan Nederland and Accra Polytechnic.  
Techniques: Tvpaint, Maya, Zbrush, Aftereffects

### 2014

Participated in Fête de l'Animation in Lille, and created a part of the 3d animation for the Animation Challenge.  
Techniques: Maya, Zbrush

## **Software knowledge**

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### 2d

Moho, Tvpaint-Animation, Adobe Flash, ToonBoom (novice), Adobe Photoshop, Adobe Illustrator.  
Skills: Storyboarding, Character Design, Backgrounds/layout, Stylesheets, 2d Animation

### 3d

Maya, Cinema4d, Blender, Zbrush. MVN-Studio, Motion Builder, Unity3d  
Skills: 3d animation, animatics/previsualisations, rigging, Motion Capture, Dynamics, Character Design, texturing. Low-poly Modeling and rigging for games. Brekel Hands Pro. Brekel Pointcloud Pro. Using Unity3d as animation package.

### Editing & Post

Adobe Aftereffects, Final Cut Pro, Adobe Premiere  
Skills: Complex compositing, 2d and 3d tracking, Keying, Matte Painting Compositing, 3d cameras in Aftereffects, Advanced Particle Effects using Trapcode Particular and Form, Puppets using DUIK, Color Correction, continuity-editing,

### Programming

javascript, c#, lua, Mel script, python  
Experienced in writing plugins for Moho, Adobe software, Maya, Unity3d and Toonboom.

## **About**

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Jeroen Koffeman is a character animator and technical developer specialized in simplifying the animation production process. By programming plugins and combining new techniques, he makes the production process for animation studios faster and more intuitive. This gives animators more space for creativity and expression. Besides technical expertise, he's also an experienced cartoon animator for series and films. His key strength is developing technical solutions to achieve the vision of the director/client.