

# Resume Jeroen Koffeman



## Personalia

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Name: Jeroen Koffeman  
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Date of birth: 27-1-1990  
Place of birth: Emmeloord  
Nationality: Dutch

## Education

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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

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## 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,

### 2012

Vj Loops, Vj animations for online stock market

Client: Lars berg

Techniques: Tvpaint, Aftereffects

### 2012

Yamato Trailer, Special Effects

Clients: Yamato drummers, Lars berg

Techniques: Aftereffects, Trapcode Particular

### 2012

Siege of Kuinre, promotional drawings

Clients: Staatsbosbeheer, Firma Vuurvogel

Technique: Photoshop

### 2012

Yellow Lounge, VJ Animations shown on De Wereld Draait Door(VARA)

Client: Lars Berg

Techniques: Aftereffects, Trapcode Particular

### 2012-Present

Started my own Company KoffCreative

Animation, Illustration and Interactive Design

### 2011

Intercultural Design Program in Ghana, Charity mixed-media

Clients: Unicef Ghana, Plan Nederland and Accra Polytechnic.

Techniques: Tvpaint, Maya, Zbrush, Aftereffects

### 2010

Utrecht Goes Shanghai: Multi-Media Show for Shanghai World Expo together with the Franz Liszt Concours

Client: Government of Utrecht

Techniques: Tvpaint, Aftereffects, Maya

## Workshops and Presentations

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### 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.

### 2013

Gave 3 Stop motion Animation Workshops during European Youth Exchange.

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)

## Software knowledge

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### 2d

Tvpaint-Animation, Adobe Flash, Anime Studio Pro, ToonBoom, Adobe Photoshop, Adobe Illustrator.

Skills: Drawing, 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.

### 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,

## Biography

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Jeroen Koffeman (1990) always loved drawing and animation. As a child, when asked what he wanted to be when he grew up, he always replied: 'filmTekenaar' Dutch for something like 'film illustrator'. For him animation is a way to manifest his visually imaginative mind. His fascination is with creating emerging worlds, characters and movement that will capture the attention and amuse the audience.

After finishing high school he applied for the Bachelor in Animation at Utrecht School of the Arts. Here he learned the basics of animation principles, cinematography and storytelling, and gained working experience through internships and group projects.

He did an internship at Studio Rosto, where he worked close with the director on the previsualization of the award winning Monster of Nix (2011). Together with filmmakers he created a media show for the Shanghai World Expo, blending animation, live-action film and live performance. During a three month student exchange in Ghana, he made the animation for The Turtle and the Village (2011), a film designed to raise hygiene awareness in rural Ghana.

His graduation film, *The Myth of Fire*(2012), a hand drawn animated South-African tale, was inspired by traditional African storytelling. It displays his personal style: A fascination for effectively blending analogous and digital techniques of image making.

Koffeman now works as a 2d- 3d- and effects animator under the name of KoffCreative.

To deepen his knowledge about animation filmmaking and the new context that animation has in society, in 2013 he started the one year Master of Animation at the St. Joost Academy of Art & Design. He investigated motion capture technology, movement and acting theories for character-animation, resulting in the 3d comic short *Lord of the flies*(2014). On top of his 2d animation experience he is now fully committed to 3d character animation.