ERIKA MADAR ANDERHOLM

EMA

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EXPERIENCE

Show Coordinator - TV

Blur Studios: Unannounced Television Series *September 2022 - Present*

- Added, updated and maintained relevant notes in Shotgrid for all departments.
- Tracked assets from pre-production concepts to final textured/rigged model in Shotgrid.
- Liaised with our client for final asset deliverables from Blur.
- Interfaced with numerous freelance artists while maintaining their schedules.
- Coordinated and managed notes for various motion capture shoots.
- Scheduled and managed copious department calendars, including the Director's daily agendas.
- Delivered weekly reports to company stakeholders to keep everyone aligned on our milestones.
- Weekly meetings with the Senior Producer to be mentored on bidding, scheduling and production budgeting processes.

Shots, Editorial and Previs Production Coordinator - Feature

Netflix Animation: Unannounced Gore Verbinski Project *February 2022 - August 2022*

- Managed and organized incoming shots across multiple quota departments.
- Added, updated and maintained relevant notes in Shotgrid.
- Assisted to manage artists deadlines and expectations while preserving clear lines of communication to upper management.
- Prepared all pertinent materials for vendor and in house review sessions.
- Worked with director Gore Verbinski to tailor a review system for him to process large quantities of material.
- Responsible for maintaining editorial and production team calendars.
- Administered daily reports to keep the supervisor, producers, and artist team informed.
- Point of contact for Lighting Supervisors. Upheld and managed reference pages as well as ingested references into Shotgrid.

Lead Assistant Editor / Production Coordinator - TV

G4TV: Attack of the Show, Ninja Warrior, XPlay *March 2021- February 2022*

- Managed all Assistant Editors and PA's as a whole. Oversaw the team's scheduling and assignments.
- Interviewed and hired new talent for the editorial team.
- Edited show segments, marketing assets, SRTs/CC, compiled music cues, exported textless and texted media, broll pulls and helped with overall creative content.
- Self produced, edited, colored, and audio mixed content for broadcast as a Preditor.
- Additionally, edited, colored, and audio mixed scripted feature show content for broadcast as an Editor.

Lead Assistant Editor / Production Coordinator - TV

Blizzard Entertainment: Overwatch League and Call of Duty League *May 2019 - March 2021*

- Supervised all Assistant Editors and PA's.
- Managed the Assistant editor team with department scheduling and assignments.
- Assisted with interviewing new talent for hire on the editorial team.
- Edited show segments, marketing assets, SRTs/CC, compiled music cues, exported textless and texted media, broll pulls and helped with overall creative content.

VR Stitcher and Compositer - TV

The Creative Chamber / Drive Studios *October 2017 - January 2018*

- Took raw media and stitched it together and composited elements to create VR content.
- Worked on advertisements for Royal Caribbean Cruise and an Addiction Prevention PSA.

Stereo Depth Artist and Compositer - Feature

Stereo D *January 2015 - December 2015*

- Created stereo depth shots from raw media in Nuke and generated 3d stereoscopic media.
- Composited Stereoscopic VFX elements into shots.
- **Titles worked on**:
  - Avengers: Age of Ultron, Mad Max: Fury Road, Star Wars: The Force Awakens, Ant-Man, Everest, Jurassic World, San Andreas, Terminator: Genesis, Point Break, Pixels, Insurgent, and The SpongeBob Movie: Sponge Out of Water.

SKILLS

- Production and Artist management
- Team Player
- Departmental scheduling
- Highly organized
- Creative management
- Editing / Compositing
- Animation

TECHNICAL SKILLS

- Shotgrid
- Syncsketch/Frame.io
- Adobe Creative Suite
- MS Office
- Media Shuttle/Signiant/Aspera
- Miro Board/Bluescape
- NTSC Standards
- Maya / 3ds Max / Nuke

EDUCATION

Art Institute of Philadelphia *2008 - 2011*
Bachelor's Degree focused in Media Arts and Animation