

LAURA HOHMAN

(she/her/hers)

CREATIVE LEADER AND VISION HOLDER
612-309-7996 - hohmanlaura@gmail.com
www.laurahohman.com

1

WORK EXPERIENCE

2022 - Present

WIZARDS OF THE COAST, Renton, WA

Magic: The Gathering, Universes Beyond

2024 - Present, Creative Manager of Narrative Team

- Partners with studio leadership on vision and creative strategy for cobranded sets.
- Empowers creative leads to execute and iterate on creative goals, ensuring progress towards desired results.
- Works closely with creative production directors and producers on testing and implementing new creative processes.
- Mentor creative leads on team towards effective stakeholder and partner presentations.
- Regularly reviews creative to ensure alignment and clarity of vision.

2022 - 2024, Creative Manager of Art and Narrative Team

- Leading the process and execution of multiple product releases annually of a new business division for one of the most popular selling collectible card games.
- Strategizing business relationships with multiple Fortune 500 entertainment partners and international IP holders, adjusting the approach based on each product and company culture.
- Developing a culture of teamwork and integration between the creative team, game design, and our IP partners — as well as product design, business development, producers, and our worldbuilding teams.
- Strategically grew the creative team by 200% over the course of 2 years.
- Lead a cohesive and high-functioning group of 10+ narrative game designers and art directors by managing their workloads, developing their skills, keeping close tabs on resourcing, and encouraging a culture of inclusivity and excellence.
- Identifying the need for external subject matter experts, freelance art buyers and writing talent for various IPs and partnering with the Resource Manager on recruiting, sourcing, and outreach.

Co-lead of Women of Wizards ERG - Chair of internal enrichment and networking opportunities

CG SUPERVISOR

2019 - 2022

Nickelodeon Animation Studios, Burbank, CA

Rugrats Season 1, Monster High Season 1

- Key contact between corporate executives, partner studios, vendor studios, directors, and executive producers, ensuring creative and production goals are understood and clear on a 52-episode high budget animation series.
- Led an agile team of 8-40 artists (depending on milestone of project) to ensure all timelines and creative expectations were being met and forecasted future stress points across production.
- Indirectly managed additional International Vendor team of 160+ ICs.
- Strategized pipeline and process with international vendor partners to ensure a smooth production.
- Mentored and supported team to ensure career development and personal growth, allowing for a safe space for them to fail, learn and improve.
- Partnered with recruiting and talent development to source and hire creatives, leads, and supervisors to meet the goals and needs of the production.
- Partnered with studio Directors and VPs to create inclusive opportunities for CG department ICs, including community outreach events and High School CG Mentorship Program.

LAURA HOHMAN

2

(she/her/hers)

C R E A T I V E L E A D E R A N D V I S I O N H O L D E R

6 1 2 - 3 0 9 - 7 9 9 6 - h o h m a n l a u r a @ g m a i l . c o m

w w w . l a u r a h o h m a n . c o m

LEAD LOOK DEVELOPMENT ARTIST

2018-2019

Nickelodeon Animation Studios, Burbank, CA

Adventures in Wonder Park Season 1, Rugrats Season 1

- Pioneered a new CG toolset at studio, adopted across 3 series and still currently in use, with the collaboration of pipeline, technology, and engineering teams.
- Pitched and implemented the use of a new software suite for texturing department. Created and piloted all training, documenting, troubleshooting and adoption of toolset across 8 different series and 20+ ICs.
- Lead a team of 4 ICs to ensure artistic quality bars were met, as well as managing all timelines and workloads for department.
- Indirectly managed a team at Vendor International studio of 20+ artists to keep standards at the same quality of internal team.

SURFACING LEAD

2016-2018

DreamWorks TV Animation, Glendale, CA

Worked on HUB team which oversaw all Netflix productions

- Department Lead for existing franchise animation tv series. Decision maker on pipeline, standards, and expectations for department.
- Collaborated across departments to ensure execution of all content met high standards and was as efficient as possible.
- Indirectly lead international Vendor team of 20+ ICs to ensure all standards and practices were being met on series.
- Reviewed and flagged artwork for consistency and quality.
- Indirect department decision maker for 6 other medium budget tv series in production.

TEXTURE ARTIST

2011-2016

Nickelodeon Animation Studios, Burbank, CA

Teenage Mutant Ninja Turtles 2012 (S1-S5)

- Contributed to high budget animation tv series as an artist.

VOLUNTEER EXPERIENCE

IATSE LOCAL 839, THE ANIMATION GUILD

President (2015)

Executive Board Member (2013-2014, 2019-2022)

- Lead a Labor Union of 6500+ animation artists, mostly in the Los Angeles area.
- Advised and chartered the expansion of the Local, growing from 3200 ICs to over 6500+ ICs of various disciplines, and spreading jurisdiction outside of Los Angeles to Include New York (with active campaigns in other states pending).
- Managed and recommended spending and budgets with accounts of 5-10 million.
- Actively advised and promoted inclusive internal outreach to membership that resulted in an influx of new participation, up 60% from earlier Executive Boards.
- Created the process for member led Committees, allowing for the mentoring and development of the next generation of leadership.