

# EUGENE AMPADU ANTWI

Designer | Animator | Educator

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Accra, Ghana

## PROFILE

Designer, animator, and educator with one year of university-level teaching experience at KNUST, where I managed practical instruction and lab systems for 200+ undergraduate students in visual communication and digital production. I specialize in making complex creative and technical workflows accessible to students while maintaining professional standards. My background spans design fundamentals, illustration, graphic design, user experience, animation, and technical systems administration, with five years of multimedia production experience supporting creative environments. Proven ability to bridge teaching, technical support, and creative practice, bringing industry perspective and systems expertise into educational contexts.

## PROFESSIONAL PRACTICE

### Multimedia Designer & Technical Support

#### AKT Multimedia Concept

07/2019 - 12/2023 Accra, Greater Accra

- Managed technical infrastructure for creative studio operations, including systems administration, software installation, and hardware troubleshooting across Windows environments.
- Provided printer diagnostics and troubleshooting including driver configuration, network connectivity, print queue management, and color calibration for client print production.
- Installed and replaced hardware components, diagnosed system faults, and maintained equipment reliability for continuous studio operations.
- Supported creative software deployments including Adobe Creative Suite, CorelDRAW, and 3D production tools, ensuring software licensing compliance and resolving technical conflicts.
- Delivered graphic design, printing, and digital branding materials tailored to diverse client needs, managing end-to-end design workflows with focus on color accuracy for print production.
- Led creative direction for a major church branding project, exceeding client expectations and timeline requirements.
- Balanced creative design work with technical support responsibilities, supporting both client-facing projects and internal studio operations.

### Animator & Look Development Artist

#### ICON Energy (Freelance)

08/2025 - 09/2025 Remote

- Provided 3D animation and look development services for commercial client projects, developing custom character rigs and animation assets optimized for client specifications.
- Delivered high-quality rendered sequences meeting industry-level standards under tight production deadlines.

### Illustrator & Visual Communication Designer

#### Rainforest Builder (Freelance)

12/2024 - 03/2025 Remote

- Created ecological visualization materials translating complex environmental concepts into accessible visual narratives for education and awareness initiatives.
- Collaborated with the team to ensure illustrations aligned with client objectives and scientific accuracy.

### 2D Animator & Compositor

#### Upwork Client (Freelance)

12/2022 - 01/2023 Remote

- Delivered 2D animation compositing services with focus on lighting, rendering, and post-production workflows.
- Collaborated with remote team members to meet tight production deadlines, specializing in character animation and scene composition using industry-standard techniques.

## TEACHING & EDUCATIONAL EXPERIENCE

### Teaching Assistant & Project Supervisor

#### Department of Communication Design, KNUST

10/2024 - 09/2025 Kumasi, Ashanti

- Managed practical lab sessions for 200+ undergraduate students across second and third-year animation courses, overseeing daily drawing exercises, project assessments, and technical skill development.
- Led studio instruction where students applied theoretical concepts to creative projects, ensuring they could execute the twelve principles of animation using industry-standard digital tools rather than just memorizing them.
- Taught advanced technical topics including cloth simulation, look development, and lighting physics in 3D environments, guiding students beyond surface aesthetics toward custom texture creation and narrative-driven lighting compositions.
- Designed and implemented a career mentorship program that organized students into cross-year production groups, simulating professional workflows within Ghana's resource-limited production environment.

- Supervised undergraduate thesis projects focused on 3D asset production for Ghanaian cultural narratives, guiding students through character design, modeling, and look development for the AKOFENA project.
- Collaborated with faculty on a curriculum restructure proposal, analyzing student performance data to address concerns about the combined Film/Animation track's impact on academic outcomes.
- Managed technical infrastructure for creative labs, troubleshooting software issues, maintaining equipment, and ensuring system reliability for student production work.
- Installed and configured creative software across multiple workstations including Adobe Creative Suite, Autodesk Maya, Cinema 4D, and Blender, resolving technical conflicts to minimize workflow disruptions.
- Broke down complex software interfaces into manageable modules for students overwhelmed by 3D tools, prioritizing essential workflows before introducing advanced techniques. By the end of the academic year, previously struggling students were producing technically sound work.

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## TEACHING & EDUCATIONAL EXPERIENCE

### Workshop Facilitator

#### Mastercard Foundation Summer Camp, KNUST

09/2025 - 09/2025 Kumasi, Ashanti

- Taught graphic design fundamentals to scholarship beneficiaries with no prior software experience, focusing on building confidence in students who doubted their ability to create professional work.
- Delivered instruction in typography and layout principles students could immediately apply across print and digital platforms.
- Guided participants through creating brand guidelines, flyers, and posters for portfolio development.
- Provided technical support and software troubleshooting during workshop sessions.

### Volunteer Educator

#### Remedial Classes, Church-Organized Program

08/2019 - 12/2020 Accra, Greater Accra

- Taught Visual Arts, Home Economics, and Elective ICT to students navigating three-month gaps in formal education during Ghana's Free SHS Double Track System implementation.
- Developed teaching methods balancing consistency with technical clarity for students with interrupted learning schedules.
- Provided computer lab support and technical instruction for ICT coursework.

## TECHNICAL SKILLS

### Design & Visual Communication

Adobe Photoshop, Illustrator, InDesign, CorelDRAW. Strong foundation in typography, layout design, color theory, and print production workflows.

### Animation & 3D Production

Autodesk Maya, Cinema 4D, Blender, Adobe Animate, After Effects, Substance Painter. Experience with modeling, texturing, lighting, and rendering workflows.

### Systems Administration & Technical Support

Windows OS installation, configuration, and troubleshooting. System diagnostics, hardware component installation and replacement, software deployment. Network troubleshooting and printer management including driver configuration, print queue management, and color calibration.

### Lab & Equipment Management

Creative lab environment setup and maintenance. Equipment troubleshooting, software conflict resolution, and technical support for multimedia production workflows.

### Creative Coding & Web

HTML, CSS, JavaScript. Basic understanding of web development and documentation methods.

### Productivity & Collaboration Tools

Microsoft Office Suite, Google Workspace. Experience supporting users across productivity platforms.

## EDUCATION

### Bachelor of Arts in Communication Design

#### Kwame Nkrumah University of Science and Technology (KNUST)

08/2020 - 11/2024 Kumasi, Ashanti

### Professional Development

#### UX Design Foundations Certificate

2023 Google/Coursera

#### UX Certification Track: Interaction Design & User Research

2023 Pluralsight

#### Human-Centered Design: An Introduction

2025 UC San Diego/Coursera

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## CORE TEACHING COMPETENCIES

### Design Fundamentals

Typography, layout principles, visual hierarchy, composition, color theory, and grid systems. Strong focus on readability, accessibility, and professional visual communication standards.

### Visual Communication & Illustration

Drawing fundamentals, shape language, form and proportion, visual storytelling, and concept development. Experience teaching students to move from basic observation to applied illustration for design contexts.

### Digital Production & Animation

2D and 3D animation workflows, character design and modeling, texturing and look development, lighting composition, rendering techniques. Instruction covers Adobe Creative Suite, Autodesk Maya, Cinema 4D, Blender, and production pipeline management.

### Technical Instruction & Problem-Solving

Simplifying complex software interfaces for diverse learners, troubleshooting technical limitations, managing lab environments, and adapting instruction to resource constraints while maintaining industry standards.

### Student Development & Mentorship

Academic assessment, portfolio development, career guidance, and collaborative project management. Experience organizing cross-year production teams and preparing students for professional creative practice.

## REFERENCES

### Mr. Kwabena Kusi-Appouh

#### Lecturer, Department of Communication Design

Kwame Nkrumah University of Science and Technology

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### Dr. Francis Brako

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