EUGENE AMPADU ANTWI

Designer | Animator | Educator

+233-(059)-687-1949 | hello@eugeneantwi.com | eugeneantwi.com | Accra, Ghana

PROFILE

Designer, animator, and educator with six years of professional multimedia experience and one year of university-level teaching at KNUST, where I managed practical instruction and lab systems for 200+ undergraduate students. I bring real industry experience into every environment, spanning graphic design, branding, print production, 2D/3D animation, motion graphics, and technical systems. My approach centres on making complex creative and technical workflows accessible across different audiences, whether students learning 3D tools for the first time or clients commissioning production-ready work. Equally comfortable leading a lab session, directing a commercial animation, or troubleshooting a broken workflow, I bridge teaching, creative practice, and technical support without compromise.

PROFESSIONAL PRACTICE

Multimedia Designer & Technical Support

AKT Multimedia Concept | 07/2019 - 12/2023 | Accra, Greater Accra

- Designed print and digital materials including flyers, brochures, banners, and branded assets for a wide range of clients across different industries, managing end-to-end workflows from brief to print-ready files.
- Led the full creative direction for a major church rebranding project, developing the visual identity, designing all branded collateral, and delivering on time and beyond client expectations.
- Managed colour for print production, calibrating monitors, profiling printers, and ensuring what clients approved on screen matched the final printed output.
- Managed technical infrastructure for studio operations including systems administration, software installation, hardware troubleshooting, and printer diagnostics across Windows environments.
- Supported Adobe Creative Suite, CorelDRAW, and 3D production tool deployments, ensuring licensing compliance and resolving technical conflicts.

Animator & Look Development Artist

ICON Energy (Freelance) | 08/2025 - 09/2025 | Remote

- Handled the full production pipeline for a commercial animation promoting ICON Energy's filling station launch and their AI product AMA, from concept through to final delivery.
- Designed and developed the AMA character from scratch, built the 3D model, textured and shaded it, and handled all look development and lighting for the scenes.
- Created all motion graphics, composited the final video, edited the full piece, and mixed and integrated the sound design.

Illustrator & Visual Communication Designer

Rainforest Builder (Freelance) | 12/2024 - 03/2025 | Remote

- Created a single large-scale landscape illustration communicating everything the organisation does, with all activities, people, and initiatives shown together in one visual.
- Labelled and annotated the illustration using infographic language to make it easy for community audiences to read and understand.
- Adapted the illustration for multiple language versions to serve the different communities the organisation works with.

2D Animator & Compositor

Upwork Client (Freelance) | 12/2022 - 01/2023 | Remote

- Singlehandedly animated a full 12-minute children's story, handling character animation, scene composition, lighting, and rendering from start to finish.
- Produced a logo animation and a 2D explainer video, managing the full workflow from storyboard to final export.
- Handled compositing, lighting, and video editing across multiple remote client projects, delivering to tight deadlines.

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TEACHING & EDUCATIONAL EXPERIENCE

Teaching Assistant & Project Supervisor

Department of Communication Design, KNUST | 10/2024 - Present | 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 memorising 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 compositions.
- Designed and implemented a career mentorship programme organising 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, modelling, and look development.
- Collaborated with faculty on a curriculum restructure proposal, analysing 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 configuring Adobe Creative Suite, Autodesk Maya, Cinema 4D, and Blender across multiple workstations.
- Broke down complex software interfaces into manageable modules for students overwhelmed by 3D tools; by the end of the academic year, previously struggling students were producing technically sound work.

Workshop Facilitator

Mastercard Foundation Summer Camp, KNUST | 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.
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Volunteer Educator

Remedial Classes, Presbyterian Church - Bethel Cong. | 18/2019 - 03/2029 | 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.
- Provided computer lab support and technical instruction for ICT coursework; developed teaching methods balancing consistency with technical clarity for students with interrupted learning schedules.

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. Modeling, texturing, lighting, rendering, and production pipeline management.

Systems Administration & Technical Support Windows OS installation, configuration, and troubleshooting. Hardware diagnostics and replacement, software deployment, network troubleshooting, printer management.

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 web development and documentation

Productivity & Collaboration Tools Microsoft Office Suite, Google Workspace.

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CORE COMPETENCE

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 guiding students 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. Adobe Creative Suite, Autodesk Maya, Cinema 4D, Blender, and production pipeline management.

Technical 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.

Team 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.

EDUCATION

MFA Design (Digital Animation & Interactive Media)

The Ohio State University

08/2026 - Present | Columbus, Ohio

Bachelor of Arts in Communication Design

Kwame Nkrumah University of Science and Technology (KNUST)

01/2021 - 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

REFERENCES

Mr. Kwabena Kusi-Appouh

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