



ERIC BLACK

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EXPERIENCE

Sony Interactive Entertainment (Sucker Punch Productions)

Bellevue, WA

Lead Character TD 2018(Oct) – Current

- Responsible for defining/implementing and maintaining the character rigging workflows for all character assets (bipeds/quadrupeds/faces)
- Lead a team of four character riggers ensuring all character assets are generated at a quality that meets or exceeds the desire of art direction.
- Work with engineers to develop and test processes that tightly integrate the character generation process with our engines

Sr. Character Technical Artist 2016(May) – 2018(Oct)

- Support the Character Art and Animation teams by developing tools and workflows that relate to the management, integration and use of character assets.
- Direction of FACS capture sessions for all characters

Example Titles:

- ***Ghost of Tsushima (PS4 – Currently in Development)***

Microsoft Studios (343 Industries)

Kirkland , WA

Sr. Animation TD 2011(May) – 2016(May)

- Responsible for the design and development of workflows used for cinematics, vignettes and in-game animation production as well as general animation tools.
- Support the animation teams (cinematics, vignettes and in-game) via:
 - DCC tools (MAYA, MotionBuilder, Premiere)
 - Export/import pipeline
 - Retargeting solutions
 - On kit/target playback validation and debugging
 - Performance (PERF) analysis
- Provide general support for artists of all disciplines as needed within the studio for any content creation issues or workflow concerns.

Example Titles:

- ***Halo 5 Guardians (Xbox One)***
- ***Halo 4 (Xbox 360)***

Sony Online Entertainment

Bellevue , WA

Technical Artist 2010(May) – 2011(May)

- Accountable for the development of toolsets for rigging, modeling and general workflow tools.
- Support and maintain the import/export pipeline for all game content as well as an in-depth validation process for assets
- Provide support for artists within the company as well as artists working remotely regarding any content creation issues and workflow concerns

Example Titles:

- ***The Agency MMO (PS3) Project Canceled***

Activision Blizzard Inc.

Los Angeles , CA

Character Technical Artist 2006(May) – 2010(May)

- *Responsible for the research and development of tools to support the animation needs of various Activision studios.*
- Facilitate the assimilation of custom toolsets into established production pipelines of Activision studios.
- Provide support to art teams via the development of new asset generation workflows.
- Provide training on new technologies to artists in various studios

Example Titles:

- ***Call Of Duty – Black Ops (Xbox 360/PS3/ Wii)***
- ***James Bond – Quantum of Solace (Xbox 360/PS3/ Wii)***
- ***Call Of Duty World at War (Pre-production work)***

EDUCATION

2004–2009	Savannah College of Art and Design	Savannah, GA
	○ M.F.A., Animation	
1999–2004	U.N.C. Asheville	Asheville, NC
	○ B.A., Multimedia Arts and Sciences.	

TECHNICAL SKILLS

Software	Languages / APIs / Data Structures
<ul style="list-style-type: none">▪ Maya▪ MotionBuilder▪ Wing IDE▪ Visual Studio	<ul style="list-style-type: none">▪ Python▪ QT (PySide, PyQt)▪ Maya API (C++/Python MEL)▪ XML (Schemas/Validation, XPath's)