

ERIC BLONDIN

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GAME CREDITS

UNANNOUNCED TITLE - Unity - Mobile - Zynga - 3D Art OS Manager / Technical Artist	MAR 22 - JUN 22
<ul style="list-style-type: none">Managed three different outsource vendors work on hundreds of 3D assets. Wrote detailed feedbackCreated training videos and documentation for outsourcing vendorsImplemented hundreds of assets in game and worked with design and engineering closely to hit metrics with a heavy focus on game performance and asset organization	
WIZARD OF OZ SLOTS - Unity - Mobile - Zynga - Technical Artist	SEP 21 - FEB 22
<ul style="list-style-type: none">Worked with a team of artists, engineers and designers on greyboxing and implementing art and animations in Cocos Engine during live operationsBug fixed and performance profiled for device specific issues	
GAME OF THRONES SLOTS - Unity - Mobile - Zynga - Lead 3D Character Artist, & Lead Tech Artist	SEP 19 - AUG 21
<ul style="list-style-type: none">Modeled, unwrapped, baked and textured low poly and high poly dragons for "Bold Beat" featureLead and managed a team of three other tech artists all working in Unity during live operationsBug fixed and profiled art/animation related issues in gameWrote extensive documentation and training materials for art/tech art teams and refined toolchain with engineers and other tech artists	
WONKA'S WORLD OF CANDY - Unity - Mobile - Zynga - Lead 3D Character Artist, & Tech Artist	JUN 17 - SEP 19
<ul style="list-style-type: none">Lead a team of nine 3D artists/animators/tech artists to completion and into live operationsWorked closely with the Art Director, design and engineering to hit all deadlines and metricsHeavily focused on game performance and optimizationsWorked closely with tech art to develop tools to optimize workflow	
FARMVILLE 2 - COUNTRY ESCAPE - Unity - Mobile - Zynga - Lead 3D Character Artist, & Tech Artist	OCT 13 - JUN 17
<ul style="list-style-type: none">Lead a team of eight 3D artists/animators/tech artists to completion and into live operationsActively managed 4 of those artists/animators/tech artistsWorked closely with the Art Director, design and engineering to hit all deadlines and metricsWorked closely with engineering and tech art to develop tools to optimize art workflows	
CHEFVILLE - Unity - Mobile - Zynga - Lead 3D Character Artist, Lead 3D Rigger & Tech Artist	JUL 13 - JAN 14
<ul style="list-style-type: none">Setup and created entire character pipelineCreated every character from start to finish including modeling, unwrapping, texturing, skinning and riggingAll in-game rigs were created via MEL automated rigging system that I wrote,, did engine implementation for every character	
CASTLEVILLE LEGENDS - Unity - Mobile - Zynga - Lead 3D Character Rigger & Technical Artist	DEC 12 - JUN 15
<ul style="list-style-type: none">Designed an internal character tool chain with lead programmersCreated all in-game rigs via MEL automated rigging system that I wroteDid engine implementation and state machine setup for every character	
PIRATEVILLE - Proprietary - Flash/Facebook - Zynga - Lead 3D Rigger & Technical Artist	MAY 12 - MAR 13
<ul style="list-style-type: none">Setup and created character pipelineCreated all in-game rigs via MEL automated rigging system that I wroteDid all the skinning and engine implementation for every character	
FRONTIERVILLE - Proprietary - Flash/Facebook - Zynga / Buzz Monkey - Technical Artist	JAN 12 - MAY 12
<ul style="list-style-type: none">Cleaned up and implemented artWorked with games proprietary databases to setup data for all assets	

UNANNOUNCED TITLE - Infernal - PC/PS3 - Buzz Monkey - Lead Character Artist	SEP 09 - DEC 11
<ul style="list-style-type: none"> Created all characters and in-game animations as well as developed look and feel for characters with AD Developed MEL automated rigging system for all in-game rigs Designed internal character tool chain with Lead Programmers for the Infernal Engine 	
TONY HAWK: SHRED - Proprietary - Wii - B.M. / Robomodo / Activision - Lead Character Artist	DEC 09 - SEP 10
<ul style="list-style-type: none"> Lead and managed a team of three other Character Artists Created, organized and managed character art assets and lead weekly character critiques Collaborated with a 3rd party company's Art Manager to refine athletes' likeness Designed tool-chain with Lead Programmers and wrote extensive tool-chain documentation 	
TONY HAWK: RIDE - Proprietary - Wii - Buzz Monkey/Robomodo/Activision - Lead Character Artist	OCT 08 - SEP 09
<ul style="list-style-type: none"> Lead and managed a team of five other Character Artists Created look and feel of characters with Art Director Communicated with a third party company's Art Manager regarding athlete image and branding Worked extensively with animation programmers to get Nintendo Mii's in-game 	
TOMB RAIDER: UNDERWORLD - Proprietary - PSP - Wii - B.M./C.D./Eidos - Lead Character Artist	DEC 07 - NOV 08
<ul style="list-style-type: none"> Lead a team of four Character Artists and mentored Junior Artists Created multiple characters from scratch based on 360° models Collaborated with Programmers and Designers on character bone and animation optimizations 	
GALAPAGOS ISLAND - Proprietary - PS3 - Buzz Monkey - Lead Artist	APR 07 - NOV 07
<ul style="list-style-type: none"> Improved tool chain with programmers of the Granny Engine Provided art and support for Artists and Programmers and created various characters 	
ZANY GOLF - Proprietary - Wii - Buzz Monkey - Lead Character Artist and Lead Character Rigger	SEP 07 - APR 07
<ul style="list-style-type: none"> Created numerous in-game characters and lead weekly character critiques Established rigging guidelines for Junior Riggers and mentored Junior Artists Composed automated rigging scripts via MEL that optimized character rigging time from two days to ten minutes 	
TOMB RAIDER: ANNIVERSARY - Proprietary - 360 - B.M. / Crystal Dynamics / Eidos - Lead Artist	JAN 07 - AUG 07
<ul style="list-style-type: none"> Lead a team of six Artists who ported the Wii version of TRAE to the 360 Enhanced tool chain and optimized performance (specifically lighting) with Programmers 	
TOMB RAIDER: ANNIVERSARY - Proprietary - Wii/PS2/PSP - B.M. / C.D. / Eidos - Env Artist	NOV 06 - JAN 07
<ul style="list-style-type: none"> Created and optimized environment pieces for multiple platforms Heavily focused on performance and optimization for PSP 	
NFL STREET 3 - PS2/PSP - Proprietary - Buzz Monkey / Electronic Arts - Lead Artist	JAN 06 - NOV 06
<ul style="list-style-type: none"> Lead a team of ten Artists Developed artist tool chain with programmers for multiple platforms with extensive documentation Created and managed various character assets 	
SYPHON FILTER: DARK MIRROR FMVs - Proprietary - PS2/PSP - B.M. / SCEA - Lead Character Artist	MAY 05 - DEC 05
<ul style="list-style-type: none"> Cleaned up full body mo-cap including facial mocap in character studio Up-rezed and polished cinematic character models delivered from Sony Skinned and rigged all character models including facial rigs for facial mo-cap by Image Metrics Generated and managed render farm with Back Burner 	
TOMB RAIDER: LEGEND - Proprietary - PSP - Buzz Monkey / Crystal Dynamics / Eidos - Env Artist	APR 05 - MAY 05
<ul style="list-style-type: none"> Created and optimized props and environment pieces for multiple platforms Heavily focused on performance and optimization for PSP 	
UNANNOUNCED TITLE - Proprietary - PS2 - Buzz Monkey - Lead Character Rigger	SEP 04 - APR 05
<ul style="list-style-type: none"> Conceptualized character look-and-feel with Lead Character Artist and Art Director Rigged over 100 characters with input from Lead Animator and Lead Programmer Wrote MEL scripts to automate character exporting and extensive character pipeline documentation Developed a character generator in Maya to speed up character variation creation 	

TV CREDITS

GRIMM - 102, 114, 115, 119, 122, 204, 211, 217, 219, 406, 407, 507, 513 - NBC - Char Modeler

AUG 11 - FEB 16

- *Created high resolution zbrush models, textures and blendshapes for humans and creatures on various episodes*

MISCELLANEOUS

Software Beta Tester for Marmoset Toolbag 2.0 - 4.0 — Marmoset

APR 15 - PRES

- *Tested out various versions of their beta software, wrote bugs and collaborated on new features*

Software Beta Tester for Zbrush 2.5 - 4.0 — Pixologic

APR 07 - AUG 10

- *Tested out various versions of their beta software, wrote bugs and collaborated on new features*

Instructor and Teaching Assistant — DigiPen Institute of Technology

JUN 03 - OCT 03

- *Created teaching material and taught 3DS Max for several 6 week summer workshop courses that were open to the public*

EDUCATION

AAA 3D Computer Animation—DigiPen Institute of Technology

SEP 02 - APR 04

SOFTWARE

- | | | | |
|-------------|-------------|------------|------------|
| • Maya | • Painter | • Quixel | • Marmoset |
| • Zbrush | • Alchemist | • Perforce | • Keyshot |
| • Photoshop | • X-Normal | • Git | • Unity |

SKILLZ

- Proficient at leading character teams through completion on AAA game titles
- Very technical and organized
- Highly skilled problem solver
- Passionate and thorough artist who is extremely eager to work with programmers and designers to create efficient tool chains and improve tool chain issues
- Solid understanding of anatomy, design fundamentals, color theory and composition
- Experienced with character creation systems and developing tools, workflows and pipelines
- Adept at working with outsourcing and marketing teams, tutoring and documentation, high resolution and low resolution organic and hard surface modeling, rigging, unwrapping, texturing, and mesh retopologizing
- Basic Max, MEL and Zscripting knowledge
- Seasoned displacement, ambient occlusion, cavity, convexity, transmission and normal map creator