

ERIC BLONDIN

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GAME CREDITS

OCT 13 - PRESENT	FARMVILLE 2 – COUNTRY ESCAPE - iOS/Android/Kindle/fb - Lead 3D Character Artist, & Tech Artist
JUL 13 - JAN 14	CHEFVILLE - iOS/Android/Kindle/fb - Lead 3D Character Artist, Lead 3D Rigger & Tech Artist
DEC 12 - MAR 13	CASTLEVILLE LEGENDS - iOS/Android/Kindle/fb - Lead 3D Character Rigger & Tech Artist
DEC 12 - MAR 13	PIRATE VILLE – Facebook - Zynga – Lead 3D Rigger & Tech Artist
JAN 12 - MAY 12	FRONTIER VILLE – Facebook – Zynga / Buzz Monkey – Tech Artist
SEP 11 - DEC 11	RINTH ISLAND – IOS/Facebook – Buzz Monkey – Lead Character Artist
SEP 09 - DEC 11	TOO MANY HEROES – PC/PS3 - Buzz Monkey – Lead Character Artist
DEC 09 - SEP 10	TONY HAWK: SHRED – Wii – Buzz Monkey / Robomodo / Activision – Lead Character Artist
OCT 08 - SEP 09	TONY HAWK: RIDE – Wii – Buzz Monkey / Robomodo / Activision – Lead Character Artist
DEC 07 - NOV 08	TOMB RAIDER: UNDERWORLD – PSP – Wii - B.M. /C.D./Eidos – Lead Character Artist
APR 07 - NOV 07	GALAPAGOS ISLAND – PS3 – Buzz Monkey – Lead Artist
SEP 07 - APR 07	ZANY GOLF – Wii – Buzz Monkey – Lead Character Artist and Lead Character. Rigger
JAN 07 - AUG 07	TOMB RAIDER: ANNIVERSARY – 360 – Buzz Monkey / Crystal Dynamics / Eidos – Lead Artist
NOV 06 - JAN 07	TOMB RAIDER: ANNIVERSARY – Wii/PS2/PSP – B.M. / C.D. / Eidos – Environment Artist
JAN 06 - NOV 06	NFL STREET 3 – PS2/PSP – Buzz Monkey/Electronic Arts – Lead Artist
MAY 05 - DEC 05	SYPHON FILTER: DARK MIRROR FMV's – PS2/PSP – Buzz Monkey / SCEA – Lead Character Artist
APR 05 - MAY 05	TOMB RAIDER: LEGEND – PSP – Buzz Monkey / Crystal Dynamics / Eidos – Environment Artist
SEP 04 - APR 05	UNANNOUNCED TITLE – PS2 – Buzz Monkey – Lead Character Rigger

TV CREDITS

AUG 11 - FEB 16	GRIMM - 102, 114, 115, 119, 122, 204, 211, 217, 219, 406, 407, 507, 513 – NBC – Character Modeler
SEP 12	Powerball Lottery – Commercial – Colorado Lottery / FFAKE Hive FX – Character Modeler

MISCELLANEOUS

APR 07 - AUG 10	Software Beta Tester for Zbrush 2.5 - 4.0 — Pixologic
JUN 03 - OCT 03	Instructors and Teaching Assistant — DigiPen Institute of Technology

EDUCATION

SEP 02 - APR 04	AAA 3D Computer Animation —DigiPen Institute of Technology
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SOFTWARE

Maya	Mudbox	Knald	SVN
3DS Max	Photoshop	Quixel	Marmoset
XSI	Substance Painter	Perforce	Infernal Engine
Zbrush	X-Normal	Git	Unity 3D Engine

SKILLS

Proficient at leading character teams through completion on AAA game titles. Highly skilled problem solver. Extremely eager to work with programmers and designers to improve tool chain issues. High resolution and low resolution character modeling, rigging, unwrapping, texturing, and mesh retopologizing. Basic Max and MEL scripting knowledge. Displacement, ambient occlusion and normal map creation.