

# ERIC BLONDIN

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## GAME CREDITS

MAR 22 - JUN 22	<b>UNANNOUNCED TITLE</b> - Unity - Mobile - Zynga - 3D OS Manager / Technical Artist / 3D Artist <ul style="list-style-type: none"><li>Managed three different outsource vendors work on hundreds of 3D assets. Wrote detailed feedback.</li><li>Created training videos and documentation</li><li>Implemented 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.</li></ul>
SEP 21 - FEB 22	<b>WIZARD OF OZ SLOTS</b> - Unity - Mobile - Zynga - Technical Artist <ul style="list-style-type: none"><li>Worked with a team of artists, engineers and designers on greyboxing and implementing art and animations in Cocos Engine during live operations</li><li>Bug fixed and performance profiled for device specific issues</li></ul>
SEP 19 - AUG 21	<b>GAME OF THRONES SLOTS</b> - Unity - Mobile - Zynga - Lead 3D Char Artist, & Lead Tech Artist <ul style="list-style-type: none"><li>Lead and managed a team of three other tech artists all working in Unity during live operations</li><li>Implemented art and animations</li><li>Modelled, unwrapped, baked, textured low poly and high poly dragons for "Bold Beat" feature</li><li>Bug fixing and profiling</li><li>Wrote extensive documentation and training materials</li><li>Refined process and toolchain with engineers and other tech artists.</li></ul>
JUN 17 - SEP 19	<b>WONKA'S WORLD OF CANDY</b> - Unity - Mobile - Zynga - Lead 3D Character Artist, & Tech Artist <ul style="list-style-type: none"><li>Lead a team of 9 3D artists/animators/tech artists to completion and into live operations.</li><li>Actively managed 6 of those artists/animators/tech artists</li><li>Worked closely with the Art Director, design and engineering to hit all deadlines and metrics</li><li>Heavily focused on game performance and optimizations</li><li>Worked closely with tech art to develop tools to optimize workflow</li></ul>
OCT 13 - JUN 17	<b>FARMVILLE 2 – COUNTRY ESCAPE</b> - Unity - Mobile - Zynga - Lead 3D Char Artist, & Tech Artist <ul style="list-style-type: none"><li>Lead a team of 8 3D artists/animators/tech artists to completion and into live operations.</li><li>Actively managed 4 of those artists/animators/tech artists</li><li>Worked closely with the Art Director, design and engineering to hit all deadlines and metrics</li><li>Worked closely with engineering and tech art to develop tools to optimize workflow</li></ul>
JUL 13 - JAN 14	<b>CHEFVILLE</b> - Unity - Mobile - Zynga - Lead 3D Character Artist, Lead 3D Rigger & Tech Artist <ul style="list-style-type: none"><li>Setup and created character pipeline, created every character from start to finish including modeling, unwrapping, texturing, skinning and rigging. All in-game rigs were created via MEL automated rigging system that I wrote,, did engine implementation for every character.</li></ul>
DEC 12 - MAR 13	<b>CASTLEVILLE LEGENDS</b> - Unity - Mobile - Zynga - Lead 3D Character Rigger & Tech Artist <ul style="list-style-type: none"><li>Designed an internal character tool chain with lead programmers, created all in-game rigs via MEL automated rigging system that I wrote, did engine implementation and animation hook up for every character.</li></ul>
DEC 12 - MAR 13	<b>PIRATEVILLE</b> – Proprietary - Flash/Facebook - Zynga – Lead 3D Rigger & Tech Artist <ul style="list-style-type: none"><li>Setup and created character pipeline, created all in-game rigs via MEL automated rigging system that I wrote, did all the skinning for every character, did engine implementation for every character.</li></ul>
JAN 12 - MAY 12	<b>FRONTIERVILLE</b> – Proprietary - Flash/Facebook – Zynga / Buzz Monkey – Tech Artist <ul style="list-style-type: none"><li>Cleaned up and implemented art, worked with databases.</li></ul>
SEP 09 - DEC 11	<b>UNANNOUNCED TITLE</b> – Infernal - PC/PS3 - Buzz Monkey – Lead Character Artist

DEC 09 - SEP 10	<ul style="list-style-type: none"> <li>Created look and feel for all characters with Art Director, created all characters, created all in-game rigs via MEL automated rigging system that I wrote, created all in-game animations, designed internal character tool chain with lead programmers for the Infernal Engine.</li> </ul> <b>TONY HAWK: SHRED</b> – Proprietary - Wii – B.M./Robomodo/Activision – Lead Char Artist
OCT 08 - SEP 09	<ul style="list-style-type: none"> <li>Lead a team of 3 Character Artists, created look and feel of characters with Art Director, created organized and managed character art assets, mentored junior character artists, lead weekly character critiques, wrote extensive tool-chain documentation, designed tool chain with lead programmers, communicated closely with 3<sup>rd</sup> party companies and Art Manager.</li> </ul> <b>TONY HAWK: RIDE</b> – Proprietary - Wii – Buzz Monkey/Robomodo/Activision – Lead Char Artist
DEC 07 - NOV 08	<ul style="list-style-type: none"> <li>Lead a team of 4 Character Artists, Created look and feel of characters with Art Director, created multiple characters from scratch off of concepts/360 models, mentored junior artists, wrote extensive tool-chain documentation, improved tool chain with programmers, worked closely with programmers and designers on character bone and animation optimizations.</li> </ul> <b>TOMB RAIDER: UNDERWORLD</b> – Proprietary - PSP – Wii - B.M./C.D./Eidos – Lead Char Artist
APR 07 - NOV 07	<ul style="list-style-type: none"> <li>Lead a team of 4 Artists, Vastly Improved tool chain with programmers of the Granny Engine, provided art and support for artists and programmers, created various characters and developed look and feel with lead designers, managed and lead art team.</li> </ul> <b>GALAPAGOS ISLAND</b> – Proprietary - PS3 – Buzz Monkey – Lead Artist
SEP 07 - APR 07	<ul style="list-style-type: none"> <li>Lead a team of 3 Character Artists, Created look and feel of characters with Art Director, created numerous in game characters, mentored junior artists, lead weekly character critiques, designed tool chain with lead programmers, set up rigging guidelines for junior riggers, created automated rigging scripts via MEL that cut character rigging time down from two days to ten minutes.</li> </ul> <b>ZANY GOLF</b> – Proprietary - Wii – Buzz Monkey – Lead Char. Artist and Lead Character Rigger
JAN 07 - AUG 07	<ul style="list-style-type: none"> <li>Lead a team of 6 Artists, Lead a small team of artists that ported the Wii version of TRAE to the 360, mentored junior artists, wrote tool-chain documentation, helped improve tool chain and helped optimized performance (specifically lighting) with programmers.</li> </ul> <b>TOMB RAIDER: ANNIVERSARY</b> – Proprietary - 360 – B.M. /Crystal Dynamics/Eidos – Lead Artist
NOV 06 - JAN 07	<ul style="list-style-type: none"> <li>Created and optimized environment pieces for multiple platforms.</li> </ul> <b>TOMB RAIDER: ANNIVERSARY</b> – Proprietary - Wii/PS2/PSP – B.M. / C.D. / Eidos – Env Artist
JAN 06 - NOV 06	<ul style="list-style-type: none"> <li>Lead a team of 10 Artists, Developed artist tool chain with programmers for multiple platforms, wrote extensive tool chain documentation for multiple platforms, worked closely with EA artists on tool chain issues. Created and managed various character assets.</li> </ul> <b>NFL STREET 3 – PS2/PSP</b> – Proprietary - Buzz Monkey / Electronic Arts – Lead Artist
MAY 05 - DEC 05	<ul style="list-style-type: none"> <li>Up-rezed and polished cinematic character models that were delivered from Sony. Skinned and rigged all character models including facial rigs for facial mo-cap by Image Metrics, organized and managed all character assets, set up render farm with back burner, managed render farm, composed renders, cleaned up mo-cap in character studio, cleaned up facial mo-cap, set up basic character lighting, set up basic camera shots, participated in daily reviews, created environments &amp; props.</li> </ul> <b>SYPHON FILTER: DARK MIRROR FMVs</b> – Proprietary - PS2/PSP – B.M. / SCEA – Lead Char Artist
APR 05 - MAY 05	<ul style="list-style-type: none"> <li>Created and optimized props and environment pieces for multiple platforms.</li> </ul> <b>TOMB RAIDER: LEGEND</b> – Proprietary -PSP – Buzz Monkey/Crystal Dynamics/Eidos – Env Artist
SEP 04 - APR 05	<ul style="list-style-type: none"> <li>Developed Character look and feel with Lead Character artist and Art Director, created and revised rigs with input from Lead Animator and Lead Programmer, Rigged over 100 characters, wrote extensive character pipeline documentation, wrote basic MEL scripts to automate character exporting, develop in Maya character generator to speed up character variation creation.</li> </ul> <b>UNANNOUNCED TITLE</b> – Proprietary - 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 –Char Modeler

## MISCELLANEOUS

APR 15 - PRESENT      **Software Beta Tester for Marmoset Toolbag 2.0 - 4.0** — Marmoset

APR 07 - AUG 10      **Software Beta Tester for Zbrush 2.5 - 4.0** — Pixologic

JUN 03 - OCT 03      **Instructor and Teaching Assistant** — DigiPen Institute of Technology

## EDUCATION

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

## 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