ERIC BLONDIN

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GAME CREDITS

MAR 13—PRESENT	**UNANNOUNCED TITLE** – Facebook - Zynga – Lead 3D Rigger, Tech Artist & Animator
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	**UNANNOUNCED TITLE** – 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 Char. Artist
APR 07 —NOV 07	**UNANNOUNCED TITLE** – PS3 – Buzz Monkey – Lead Artist
SEP 07 — APR 07	**UNANNOUNCED TITLE** – Wii – Buzz Monkey – Lead Character Artist and Lead Char. 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 Char. Artist
APR 05— MAY 05	**TOMB RAIDER: LEGEND** – PSP – Buzz Monkey / Crystal Dynamics / Eidos – Env. Artist
SEP 04 — APR 05	**UNANNOUNCED TITLE** – PS2 – Buzz Monkey – Lead Character Rigger

TV CREDITS

AUG 11— OCT 12	**GRIMM** — Episodes: 102, 114, 115, 119, 122, 204, 211, 217 - NBC / Hive FX – Character Modeler
SEP 12	**Powerball Lottery** — Commercial — Colorado Lottery / FFAKE Hive FX – Character Modeler

MISCELLANEOUS

JUL 08 — JULY 10	**Software Beta Tester for Topogun** — Topogun
APR 07— AUG 10	**Software Beta Tester for Zbrush 2.5 - 4.0** — Pixologic
NOV 06	**Character creation for games lecture** — Art Institute of Portland
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

SOFTWARE

Maya	Mudbox	After Effects
3DS Max	Photoshop	Perforce
Softimage XSI	Premiere	Crazy Bump
Zbrush	Topogun	X-Normal

SKILLS

Proficient at leading character teams though 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.