

# ERIC BLONDIN

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www.artstation.com/ericblondin

## GAME CREDITS

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| SEP 19 - PRESENT | <b>GAME OF THRONES SLOTS CASINO</b> - iOS/Android/fb - Zynga - Lead 3D Chr. Artist, & Lead Tech Artist |
| JUN 17 - SEP 19  | <b>WONKA'S WORLD OF CANDY</b> - iOS/Android/fb - Zynga - Lead 3D Character Artist, & Tech Artist       |
| OCT 13 - JUN 17  | <b>FARMVILLE 2 – COUNTRY ESCAPE</b> - iOS/Android/fb - Zynga - Lead 3D Character Artist, & Tech Artist |
| JUL 13 - JAN 14  | <b>CHEFVILLE</b> - iOS/Android/fb - Zynga - Lead 3D Character Artist, Lead 3D Rigger & Tech Artist     |
| DEC 12 - MAR 13  | <b>CASTLEVILLE LEGENDS</b> - iOS/Android/fb - Zynga - Lead 3D Character Rigger & Tech Artist           |
| DEC 12 - MAR 13  | <b>PIRATEVILLE</b> – Facebook - Zynga – Lead 3D Rigger & Tech Artist                                   |
| JAN 12 - MAY 12  | <b>FRONTIERVILLE</b> – Facebook – Zynga / Buzz Monkey – Tech Artist                                    |
| SEP 11 - DEC 11  | <b>RINTH ISLAND</b> – IOS/Facebook – Buzz Monkey – Lead Character Artist                               |
| SEP 09 - DEC 11  | <b>TOO MANY HEROES</b> – PC/PS3 - Buzz Monkey – Lead Character Artist                                  |
| DEC 09 - SEP 10  | <b>TONY HAWK: SHRED</b> – Wii – Buzz Monkey / Robomodo / Activision – Lead Character Artist            |
| OCT 08 - SEP 09  | <b>TONY HAWK: RIDE</b> – Wii – Buzz Monkey / Robomodo / Activision – Lead Character Artist             |
| DEC 07 - NOV 08  | <b>TOMB RAIDER: UNDERWORLD</b> – PSP – Wii - B.M. /C.D./Eidos – Lead Character Artist                  |
| APR 07 - NOV 07  | <b>GALAPAGOS ISLAND</b> – PS3 – Buzz Monkey – Lead Artist  |
| SEP 07 - APR 07  | <b>ZANY GOLF</b> – Wii – Buzz Monkey – Lead Character Artist and Lead Character. Rigger                |
| JAN 07 - AUG 07  | <b>TOMB RAIDER: ANNIVERSARY</b> – 360 – Buzz Monkey / Crystal Dynamics / Eidos – Lead Artist           |
| NOV 06 - JAN 07  | <b>TOMB RAIDER: ANNIVERSARY</b> – Wii/PS2/PSP – B.M. / C.D. / Eidos – Environment Artist               |
| JAN 06 - NOV 06  | <b>NFL STREET 3 – PS2/PSP</b> – Buzz Monkey/Electronic Arts – Lead Artist                              |
| MAY 05 - DEC 05  | <b>SYPHON FILTER: DARK MIRROR FMV's</b> – PS2/PSP – Buzz Monkey / SCEA – Lead Character Artist         |
| APR 05 - MAY 05  | <b>TOMB RAIDER: LEGEND</b> – PSP – Buzz Monkey / Crystal Dynamics / Eidos – Environment Artist         |
| SEP 04 - APR 05  | <b>UNANNOUNCED TITLE</b> – PS2 – Buzz Monkey – Lead Character Rigger                                   |

## TV CREDITS

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|-----------------|--|
| AUG 11 - FEB 16 | <b>GRIMM</b> - 102, 114, 115, 119, 122, 204, 211, 217, 219, 406, 407, 507, 513 – NBC – Character Modeler |
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## MISCELLANEOUS

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|------------------|---|
| APR 15 - PRESENT | <b>Software Beta Tester for Marmoset Toolbag 2.0 - 4.0</b> — Marmoset       |
| APR 07 - AUG 10  | <b>Software Beta Tester for Zbrush 2.5 - 4.0</b> — Pixologic                |
| JUN 03 - OCT 03  | <b>Instructors and Teaching Assistant</b> — DigiPen Institute of Technology |

## EDUCATION

|                 |   |
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| SEP 02 - APR 04 | <b>AAA 3D Computer Animation</b> —DigiPen Institute of Technology |
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## SOFTWARE

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

## 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. 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.