

Eric Oliver

Animator

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<https://vimeo.com/album/4970356>

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Skills:

Adobe	Photoshop Illustrator Flash AfterEfx Premiere Dreamweaver
AutoDesk	Maya 3D Studio Max MotionBuilder XSI
Toon Boom	Animate Pro
Game Engine	Unity 3d, Infernal Havoc
Faceware	Analyser Retargeter
Esoteric	Spine
Traditional Art	Character Animation Storyboards Character Design Character Lay-out Visual Development Figure Painting Figure Drawing Illustration

Game Production

- 2020 - 26 **Senior Mocap Animator** Elder Scrolls Online Zenimax Online Studios
- Mocap operator on shoots for content animation
 - Preparation of motion capture sessions for content animation
 - Motion-edited captured data and revisions to fit the scope of quest designs
 - Choreography on quest scenes in game engine
 - 1st-person animations to pair with 3rd person interact animations in game engine
 - Scripting in Python Motion Builder to automate some redundant tasks for animators
 - Coordinate with Tech Art to assist with more robust scripts to ease and quicken the process.
 - Coordinate with Game Engineers to explore and automate better work processes.
 - Point of contact between Content Quest Animation and Outsource Animation for animations handled outside ZOS
 - Reviewed animations for outsource vendors for content animation quests
 - Trained / Assisted animators and wrote documentation on workflows and steps to assist Animators with little to no experience with motion capture within Motion Builder.
- 2019 - 20 **Mocap Animator** Undisclosed project Rouge Mocap
- 2019 **Cinematic Animator** Borderlands 3 Cinematic Launch Trailer Halon Entertainment
- 2018 **Cinematic Animator** Just Cause 4 Halon Entertainment
- Scene Assembly
 - Create/Reframe camera and character blocking and animation

- Motion edit motion capture data and key frames to strengthen body and facial performance
- 2017 **Facial Animator** Injustice 2 Bizarro, Evil Within 2 Counter Punch Studios
- 2017 **Motionbuilder Animator** Invisible Hours Solid Anim
- 2016 **Cinematic Artist** WWE 2k17 Yukes LA
- Motion edit for single to multiple characters, prop implementation
 - Camera Blocking and animation
- 2016 **Animator** Dragon Front Hydrogen Whiskey
- Key frame animations for gameplay
- 2015 **Animator** Descendants , Goosebumps, WayForward Technologies
AdventureTime – PuzzleQuest Shante Half Genie Hero
- Key frame animation, motion capture edit and assembly
- 2015 **Facial Animator** NBA2k16 Giant Propeller
- 2013 -14 **Lead Animator/Animator** Wayforward Technologies
- Transformers Rise of the Dark Spark, Til Mornings Light
 - Create Cinematic intros for player character intros
 - Problem solve rig issues
- 2013 **3D artist/Animator** Assassins Creed Book of Memories Aeria Games
- Modeling, Animation, Rigging, texturing
 - Composite and EFX in After Effects and Flash
- 2013 **Motion editor** Sony Computer Entertainment America
- The Order 1886 E3 Cinematic Trailer, Killzone ShadowFall
- Motion edit in game assets and game cinematics
- Problem solved Camera Lay-out scenes for implementation into the animation pipeline
- 2010 - 13 **Lead Animator/Animator/Motion-edit/Cinematics** WayForward Technologies
- Silent Hill: Book of Memories, Double Dragon Neon,
Happy Feet 2,Bat man The Brave and the Bold, Blood Rayne
- Problem solved/reimagined cinematic footage for director
 - Problem solved motion capture date for implementation into game engine
 - Created animation utilizing limited asset info for implementation into game engine
 - Managed and implemented animation assets of team off site for implementation into game engine
- 2000 - 01 **Animator/Production Art/Art Director** Various Clients Zeek Interactive

VFX Production

- 2019 **Pre-vis Artist** The Bat-man Halon Entertainment
- 2019 **Lab Digital Artist** ~ halted project ~ Fox vfx lab
- 2018 **Post – vis Artist** Ad Astra Halon Entertainment

- 2017 **Pre- vis/Post -vis Animator** Rampage, Predator Proof Inc
Terminator: Dark Fate, Noell
- Key frame animation, motion capture edit and assembly
 - Camera animation blocking
 - Tech vis
- 2017 **Post - vis Animator** Lost in Space Dopamine Studios
- Key frame animation, motion capture edit and assembly
 - Transmission, Danger Will Robinson – creature animation
- 2015 -16 **Pre-vis Artist** King Arthur Legend of the Sword Method Studios
- Key frame animation, motion capture edit and assembly
 - Scene assembly, Camera and Character Blocking and animations for select sequence
- 2014 – 15 **Pre-vis Artist** Descendents The Third Floor
- Key frame animation, motion capture edit and assembly
 - Model, Texture, and animation to explore ideas based on storyboards and director's input
 - Prepped scenes for Virtual Production exploration
- 2007 - 09 **Virtual Production Artist** Avatar LightStorm Productions
- Keyframe animation, motion capture edit and assembly
 - Assisted in exploring new production techniques to accommodate new workflows for visual effects
 - Managed virtual production artist for sequence exploring scene comp, and utilizing limited motion assets to populate entire sequence
- 2007 **Motion Edit/CG-Cleanup Animator** Food Fight Threshold Entertainment
- Key frame animation, motion capture edit and assembly
 - Assisted in implementing motion capture into established pipe-line.
 - Layout for one sequence within the film
 - Assisted Lighting department establishing look for a key sequence in the film.
- 2005 **Background Clean up Animator** Barnyard Omaton Entertainment
- Cleaned up deformation on assigned animated scenes
 - Animated background characters on assigned scene