

## ERIC OLIVER

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### Career Profile

With 20+ years of experience across animation, visual effects, virtual production, and video games. Managed motion capture shoots consisting of multiple complex stunts and interactions. Served as the point of contact between multiple departments for outsourced animation assets, providing feedback and direction. Coordinated with tech art and wrote Python scripts to automate time-consuming, redundant setup tasks, reducing time spent by 60%. Point of direction on 2d animation productions from design and storyboards to animation

### Skills

- Communication
- Autodesk Maya
- Adobe Photoshop
- Xsens Animate Pro
- Animation
- Microsoft Word
- Time management
- Autodesk MotionBuilder
- Adobe Premiere
- Faceware Retargeter
- Illustration
- Unity
- Python Scripting
- Autodesk 3DS MAX
- Adobe Illustrator
- Stretch Sense Gloves
- Jira
- Perforce

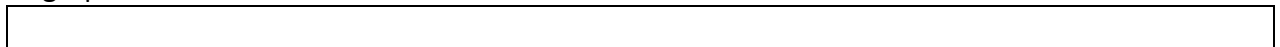
### Education

Studio Arts | Attendance 2006

Gnomon School of Visual Effects | Attendance 2003 - 2015

California Institute of the Arts | Bachelor's degree | Graduated:1998

### Certifications



Alison | Soft Skills for Professionals | 2026

Code Academy | Intro to Large Language Models (LLMs) Course | 2025

Code Academy | Intro to AI Strategy Course | 2025

Code Academy | Programming with Python | 2019

Lynda.com | After Effects CS4 Essential Training | 2012

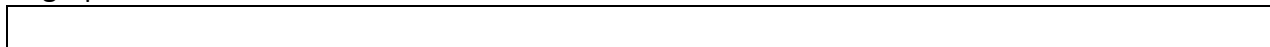
Lynda.com | Adobe Premiere CS4 Essential Training | 2012

## Work Experience

ZeniMax Online Studios | Senior Mocap Animator | 2020 - Present

Game Title: Elder Scrolls Online

- Lead Motion capture operator on motion capture shoots supporting content narrative quest chapters
- Preparation of motion capture sessions for content animation shoots
- Motion-edited captured data and revisions to fit the scope of quest designs.
- Created 1st-person animations to pair with 3rd-person interact animations in the game engine for quest chapters
- Scripted Python in Motion Builder automation tools to streamline redundant tasks for animators, reducing processing time
- Collaborated with the Technical Art department, creating more robust scripting tools resulting in 60 percent faster processing efficiency for motion capture files.
- Coordinated with Game Engineers to explore and automate better work processes for Motion Builder to engine.
- Point of contact for communication between Content Quest Animation department and Outsource Animation department for animations handled outside the ZOS internal team.
- Reviewed animations for outsourced vendors for Content Quest Animation chapters
- Mentored and assisted animators with the process of motion capture within Motion Builder.
- Documented motion capture workflows and tips to guide animators in problem-solving motion data files in Motion Builder.



- Composed theater choreography for game sequences assigned for quests in the game engine.

Rouge Mocap | Motion Editor | Oct 2019 - Jan 2020

Halted Undisclosed Project

- Retarget Facial animations
- Motion-edit performance stage capture

Halon Entertainment | Cinematic Animator, Pre-vis Animator | Aug 2019 - Oct 2019

Game Title: Borderlands 3 Official Cinematic Launch Trailer Project

- Rough and final camera staging and animation as well as character blocking
- Motion capture implementation and motion edit duties
- Keyframe animation for assigned shots

Film Project: The Batman

- Motion edit assets for implementation into sequences
- Assist fellow artist with utilizing motion edit techniques or problem solve issue which would arise
- with motion capture assets.
- Camera blocking and animation for sequences to assist exploring director's vision.
- Animate assets which may have not been captured or to further push captured motion/action

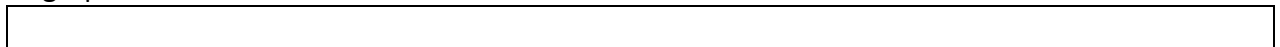
Fox Vfx Lab | Lab Digital Artist | March 2019 – April 2019

Film Project: Halted Project

- Layout scenes in Maya comprised of characters/ props for integration to Unreal
- Keyframe animation/ motion edit duties for scenes
- Facial animation for characters.

Planet Art | Production Artist | Oct 2018 – Dec 2018

- Retouching Images for client holiday cards



- Graphic Design edits for client holiday cards

Halon Entertainment | Cinematic Animator, Post-vis | Feb 2018 - Oct 2018

Game Title: Just Cause 4 Cinematics Project

- Scene Assembly
- Create/Reframe camera and character blocking and animation.
- Motion-edit motion capture data and keyframe to strengthen body and facial performance, hand and finger animation.

Film Project: Ad Astra

- Camera blocking and animation
- Keyframe animation
- Compositing shots into live-action plates

Proof Inc | Pre-vis, Post-vis Animator | Aug 2017 – Dec 2017

Film Projects: Rampage, The Predator, Noelle, Terminator Reboot

- Creature/ Character Keyframe animation
- Camera animation
- Tech-vis
- Motion-edit

Counter Punch Studios | Facial Animator | April – June 2017

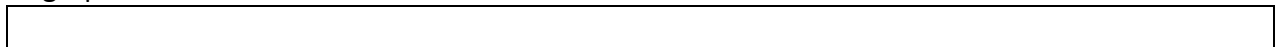
Game Projects: Injustice 2, Evil Within 2

- Facial animations

Yuke's LA Inc | Cinematic Artist/ Animator | Apr - Aug 2015

Game Title: WWE2K17

- Motion edit data from capture sessions
- Problem-solve integration of props and character interactions
- Camera blocking for sequences adhering to the brand's specific camera language.



- Problem-solve asset integration into the engine for PC and game consoles.

Hydrogen Whiskey Studios | Gameplay Animator | Jan 2016 – Mar 2016

Game Title: Dragon Front VR

- Keyframe animations

Method Studios | Pre-vis Artist | Dec 2015 – Jan 2016

Film Title: King Arthur Legend of the Sword

- Camera blocking, Keyframe animation, and mocap data to explore sequences based on VFX sup and director's vision

Wayforward Technologies | Gameplay Animator | Jan 2015 – Aug 2015

Game Titles: Goosebumps, Adventure Time Puzzle Quest, Decadents, Shantae Half Genie Hero

- Undisclosed project

The Third Floor | Pre-Vis Artist | Nov 2014 – Jan 2015

Film Project: Downsizing

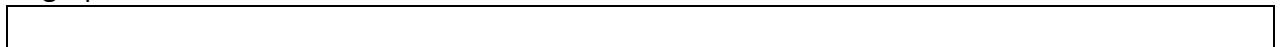
- Modeled, textured, and animated sequences to explore ideas based on storyboards and the director's input
- Prepped scene for Virtual Production exploration

Wayforward Technologies | Gameplay Animator/ Lead Animator | Nov 2013 – Sept 2014

Game Titles: Transformers – Rise of the Dark Spark. Til Mornings Light

- Camera compositions and animation for intro, death, and battle moves
- Keyframe animations
- Problem-solve implementation onto shared rigs and into the game engine

Sony Computer Entertainment America | Motion – Editor | Apr 2013 – May 2013



Game Title: The Order 1886 Debut Trailer, Killzone Shadow Fall

- Motion-edited in-game assets and cinematics
- Problem-solved shot assets for camera layout for implementation in the animation pipeline.

Wayforward Technologies | gameplay animator | Oct 2010 – Apr 2013

Game Titles: Happy Feet 2, Silent Hill Book of Memories, Double Dragon Neon

- Keyframe animation, motion editing
- Implemented assets from outsourcing into the game engine.

Lightstorm Entertainment | Virtual Production Artist | Oct 2007 – Oct 2009

File Title: Avatar

- Provided scene layout for pre-virtual production scene capture and post-capture additions to selected sequences.
- Fix and/or revise sequence assets, motion-edit, and animation according to director, animation director, and sequence lead requests.
- Sequence lead consisting of managing fellow virtual production artists on implementation of motion capture footage to populate a number of shots in the chosen sequence, scene composition for various shots to strengthen storytelling, general timing to ensure sequence continuity, populating scenes with set dressing to the VFX Supervisors/Directors' vision.
- Duties included low-poly modeling, roto, lighting in Motion Builder, character/mechanical animation utilizing Maya, Motion Builder, Photoshop, and After Effects. Motion edit duties in Motion Builder for Virtual production pre- and post-production stages.

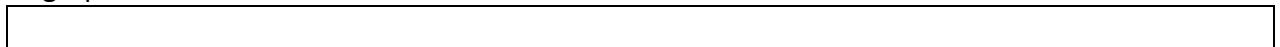
Threshold | Motion – editor | Jan 2007 – Nov 2007

Film Title: Food Fight

- Motion – edit clean-up of multiple sequences
- Camera and Character scene blocking layout

Film Roman | Character Layout Artist | Dec 2004 – Feb 2006

Television Production: The Simpsons Television show



- Translated and problem-solved storyboarded scenes/sequences for Television production Camera and key frame layout.
- Duties entailed Strengthening Composition of scenes, laying out some rough backgrounds and adjusting scene props to accommodate composition, creating key poses for the entire sequence of shots assigned, and ensuring continuity and consistency of animated keys drawn for shots

Ovation Studios | Clean-up Animator | Aug 2005 – Feb 2006

Film Title: Barnyard

- Animated secondary animation for Principal characters
- Animated background Characters in assigned shots
- Fixed deformations and interpenetration problems for Principal characters in assigned shots

Efilm | Compositing dust buster | Oct 2002 – Oct 2004

Film Titles: Various Titles

- Compositing dust and scratches from select scenes in films

Rhythm and Hues | Facial Animator | Feb 2001 – Apr 2001

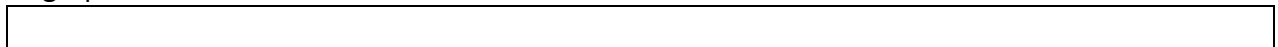
Film Title: Cats and Dogs

- Various shots of facial animation

Zeek Interactive | Production Artist | Apr 2000 – Feb 2001

Game title and webisodes for various clients' web content

- Provided Storyboards, designed characters, environments, and Animated game assets for Zeek properties and clients.
- Pitched ideas and assisted in production meetings.
- Assisted artists and animators across multiple projects with guidance to solve problems and achieve set goals.
- Successfully managed the art/animation team in creating Zeek Interactive's first-ever web series under extremely tight deadlines.



Paramount | Animator | Aug 1998 – June 1999

Film Title: South Park, Bigger, Longer and Uncut

- Animated multiple sequences

