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:199

Work Experience

ZENIMAX ONLINE STUDIOS | Senior Motion Capture Animator | 2020–Present

Elder Scrolls Online

• Lead motion capture operator supporting narrative content and quest production.

• Plan and prepare capture sessions, including complex stunts, multi-character interactions, and performance requirements.

• Scripted Python automation tools and collaborated with Technical Art to improve animation-processing workflows, reducing processing time by approximately 60%.

• Partner with Engineering to improve MotionBuilder-to-engine workflows and automation.

• Serve as primary liaison between internal animation teams and external animation vendors, reviewing assets and providing creative direction and feedback.

• Mentor animators, document workflows, and support troubleshooting of motion capture pipelines.

• Create first-person and third-person gameplay animation content and choreograph in-game performance sequences.

ROGUE MOCAP | Motion Editor | 2019–2020

• Retargeted facial animation and edited performance capture data for an undisclosed project.

HALON ENTERTAINMENT | Cinematic Animator / Previs Animator |2019

Projects: Borderlands 3 Launch Trailer, The Batman

• Created cinematic camera work, scene staging, character blocking, and animation.

• Integrated and refined motion capture performances while producing supplemental keyframe animation.

• Supported directors and production teams by exploring visual storytelling through previs and cinematic animation.

FOX VFX LAB | Digital Artist | 2019

• Developed scene layouts, animation, and facial performances

PLANET ART | Production Artist | 2018

• Produced graphic design revisions and image retouching for commercial holiday card campaigns.

HALON ENTERTAINMENT | Cinematic Animator / Postvis Animator | 2018

Projects: Just Cause 4 Cinematics, Ad Astra

• Built sequences through scene assembly, motion editing, camera animation, and compositing.
• Enhanced body, facial, and hand performances through animation refinement.

PROOF INC. | Previs / Postvis Animator | 2017

Projects: Rampage, The Predator, Noelle, Terminator

• Delivered creature animation, camera animation, and motion-editing support.

COUNTERPUNCH STUDIOS | Facial Animator | 2017

Projects: Injustice 2, The Evil Within 2

• Created and refined facial animation performances for AAA game cinematics and gameplay.

YUKE'S LA | Cinematic Artist / Animator | 2015

Project: WWE 2K17

• Edited motion capture performances and solved character, prop, and engine integration challenges.

• Created cinematic camera animation aligned with WWE broadcast style guidelines.

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

ADDITIONAL ANIMATION EXPERIENCE

Gameplay Animator | WayForward Technologies Projects: Transformers: Rise of the Dark Spark, Til Morning's Light, Goosebumps, Adventure Time Puzzle Quest, Shantae: Half-Genie Hero, Double Dragon Neon, Happy Feet 2, Silent Hill: Book of Memories, Hydrogen Whiskey Studios Project: Dragon Front VR

Previs Artist | The Third-Floor Project: Downsizing

Previs Artist | Method Studios Project: King Arthur: Legend of the Sword

Motion Editor | Sony Computer Entertainment Projects: The Order: 1886, Killzone Shadow Fall

Earlier Film, Television and Web Experience: Threshold Entertainment (Food Fight) • Film Roman (The Simpsons) • Omation Studios (Barnyard) • Rhythm & Hues (Cats & Dogs) • Zeek Interactive • Paramount Pictures (South Park: Bigger, Longer & Uncut)