



Eric Oliver

Animator

“Utilizing artistic techniques to visualize ideas “

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<https://vimeo.com/album/2109920>

Phone (818) 216-1653

Skills:

Adobe Photoshop Illustrator Flash AfterEfx Premiere Dreamweaver

AutoDesk Maya 3D Studio Max MotionBuilder XSI

Toon Boom Animate Pro

Traditonal Art Character Animation Storyboards Character Design Character Lay-out Visual Development
Figure Painting Figure Drawing Illustration

Animation Production

2013 – Present **Motion editor** Sony Computer Entertainment America

The Order 1886 E3 Cinematic Trailer, Killzone Shadow Fall

- *Motion edit in game assets and game cinematics*
- *Problem solved Camera Lay-out scenes for implementation into the animation pipeline*

2010 – 2013 **Lead Animator/Animator/Motion-edit/Cinematics** WayForward Technologies

Silent Hill: Book of Memories, Double Dragon Neon, Happy Feet 2, The Brave and the Bold, Blood Rayne

- *Problem solved/reimagined cinematic footage for director*
- *Problem solved motion capture data 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*

2007 - 09 **Virtual Production Artist** **Avatar** LightStorm Productions

- *Assisted in exploring new production techniques to accommodate new workflows for visual vfx.*
- *Managed virtual production artists for sequence exploring scene comps, utilizing limited motion assets*

2007 **Motion Edit/CG-Cleanup Animator** **Food Fight** Threshold Entertainment

- *Assisted in implementing motion capture data with no established pipeline and Layout sequence*
- *Assisted Lighting Department establishing look for key sequences in film*

2005 - 06 **CG- Clean up Animator** **BarnYard** Omaton Studios

- *Assisted/problem solved deformation issue on large scale scenes.*
- *Chosen to assist Creating background animations for secondary characters.*

2004 - 05 **Character Layout Artist** **The Simpsons** Film Roman

- *Assigned numerous challenging shots relying on perspective changes for character blocking.*
- *Accomplished strengthening sequences based off initial storyboard panels*

2001 **Facial Lip Sync Animator** **Cats and Dogs** Rhythm and Hues

- *Learned unique software to complete the shots for film*

1998 - 99 **Animator** **South Park Bigger Longer and Un Cut** Paramount Studios

1997 - 98 **Animated Short** **GA DIN DIN NA** Independent Production

1997 **Animation Internship** Disney Feature Animation

1995 - 96 **Animated Short** **Gluttonous** Independent Production

Commercials / Web/Multimedia

2010	Animator	<i>La Vie Grand Marnier</i>	9 K9
2005	Lead Artist/Animator	<i>Family Guy website</i>	Zeek Interactive
2000 - 01	Animator/Production Art/Art Director	<i>Various Clients</i>	Zeek Interactive

Story Board Productions

2003	<i>The Gentle Scream of Angles</i>	American Rhino
2003	<i>South Park TV series</i>	Comedy Central
2002 -03	<i>Journey To The World Of Wonder</i>	Santoon Productions
2003	<i>NFL spec Commercial</i>	
2002	<i>Grad Night</i>	Mathis And Morris Prod.
1997	<i>The Other Man</i>	Independent Film

Education:

California Institute of the Arts Bachelors Degree Of Fine Arts Character Animation
Gnomon School Of Visual Effects Maya
Studio Arts/Venice Skills Center Maya / After Effects
Hollywood Camera Works Seminar Camera Directing Raw techniques, Master Class, Green Screen
LA Figurative Art Academy Painting / Life Drawing
Associates in Art Life Drawing
Art Students League Painting/ Life Drawing/ Water Colors