

Eric Wagner

3D Artist, Animator

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Experience:

- 2010 **Nathan Love. New York, NY**
- *3D Generalist, Modeler / Lighter - Nathan Love.*
 - Modeled, textured, and lit 3D set elements for commercials for television and web. Clients include Nike, Michelin, and Interactive Brokers.
- 2010 **Go Robot. New York, NY**
- *3D Generalist, Visual Effects Artist, Compositor - Go Robot.*
 - Modeled, motion-tracked, lit and composited 3D text and graphics for various visual effect shots for a UPS television commercial.
- 2010 **Continuity Studios. New York, NY**
- *Technical Director, 3D Generalist - Continuity Studios.*
 - Designed project pipeline for all 3D production.
 - Developed cross-platform character rigging system for all 3D characters.
 - Created shading networks and lighting system for future productions.
 - Modeled, rigged, animated and lit 3D scenes for pre-visualized television commercials using Maya and Motion Builder.
- 2009-2010 **Invisible Hand Media. New York, NY**
- *Technical Director, 3D Generalist, Motion Graphics Designer - Invisible Hand Media.*
 - Created a series of political commercials, advertisements and informational videos for companies like AVAAZ, AccessNow, The Coffee Party and The Open Learning Exchange.
 - Tasks include 3D / 2D motion graphics, 3D modeling, animation, lighting, visual effects and compositing.
- 2009 **CBS. New York, NY**
- *Motion Graphics Designer / Visual Effects Artist, Compositor - CBS.*
 - Created various logo animations for CBS television shows.
 - Tasks include 2D and 3D animation, motion graphics, logo design and compositing.
- 2008-2009 **Endless Films. New York, NY**
- *Animator, Visual Effects Artist, Compositor - Endless Films.*
 - Created several 3D and 2D motion graphics animations for the documentary film, "War Against the Weak."
 - Tracked and composited 3D and 2D elements for various effects shots.
- 2008 **Powerhead Games. New York, NY**
- *3D Set Modeler, Texture Painter, - Powerhead Games.*
 - Modeled and textured 3D environments and props for "Dogz & Catz" on the Nintendo DS.
- 2008 **PandaPanther. New York, NY**
- *Modeler, Lighter, Texture Painter, - PandaPanther.*
 - Modeled, textured, lit various props and scenes for the holiday expansion for "Lips" on XBOX 360.
- 2008 **Launch. New York, NY**
- *Animator, Modeler, Texture Painter - Launch.*
 - Animated numerous shots in Autodesk Maya and MotionBuilder.
 - Cleaned and finessed motion capture animation.
 - Modeled props and set pieces.
 - Painted textures for set pieces and characters.
- 2007-2008 **R/GA. New York, NY**
- *Animator, Modeler, Rigger, Texture Painter - R/GA.*
 - Modeled and rigged various characters, vehicles, props, and set pieces.
 - Created 3D / 2D character animations, product demos, web commercials and advertisements.
 - Other duties include: rotoscoping, 2D visual effects and motion graphics.

Education:

- 2002-2006 **School of Visual Arts, New York, NY**
- Received a BFA in Computer Art
 - Course studies included: Motion Graphics, 2D / 3D Animation, Graphic Design, Production Design.
 - Created senior thesis project of a three-minute, high-definition character animation.
 - Consistently qualified for Dean's List every semester.

Technical Skills:

- AutoDesk Maya: 3D Animation, Modeling, Texturing, Lighting, Rendering, Effects and Dynamics
- AutoDesk MotionBuilder: 3D Animation, Motion Capture Cleaning / Finessing.
- Adobe After Effects: Motion Graphics, Special Visual Effects, Rotoscoping / Compositing
- Adobe Photoshop: 3D Texture Painting, Graphic Design, Photo-Retouching and Manipulation
- Adobe Illustrator: 2D Logo Design and Vector Replication, Graphic Illustration
- Mocha: 2D Motion-Tracking, Logo Replacement, Roto-Masking.

Awards:

- 2007
- "Best Animation" Dam Short Film Festival, Boulder City, NV
- 2006
- School of Visual Arts, Alumni Scholarship Award Winner
 - School of Visual Arts, BFA Computer Art, Outstanding Achievement Award
 - School of Visual Arts, Rhodes Family Award for Outstanding Achievement In Computer Art