

Erik Eidukas
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Credits:

Game Titles:

Unannounced Title - Day 1 Studios
F.E.A.R. 3 - Day 1 Studios
The Conduit - Red Eye Studio
The Conduit 2 - Red Eye Studio

Film:

Gnomeo & Juliet - Red Eye Studio

Skills & Software:

Autodesk 3dsMax
Autodesk Maya (Intermediate)
Autodesk Motionbuilder
Adobe Photoshop
Adobe AfterEffects
FaceFX
Xsens MVN

Maxscript
MEL
Python
Adobe Illustrator
Vicon Blade
Image Metrics FACEWARE

Experience:

Day 1 Studios – Chicago, IL

Technical Animator

August 2009 – December 2011

- Character Setup/Rigging utilizing CS Biped & custom solutions (3ds Max, Motionbuilder)
- Facial Setup/Rigging (3ds Max, Motionbuilder)
- Vehicle & Prop Rigging
- Skinning/Deformation
- Scripting (Maxscript, Python)
- Pipeline Development & Workflow Optimization
- Physics set up & simulations in-engine as well as 3ds Max
- Technical Support & troubleshooting within game engine, 3ds Max, and Motionbuilder
- Worked closely with modelers to improve processes and topology for deformation

Red Eye Studio – Hoffman Estates, IL

Contract Technical Artist

December 2008 – July 2009

- Character Setup (3ds Max, Maya)
- Scripting (Maxscript, MEL, Python)
- R&D on new software and methods of implementing it into the pipeline
- Troubleshooting various problems in Max and Maya
- Motion Capture clean-up using the Vicon motion capture system
- Ran Motion Capture system during shoots
- Trained interns on motion capture tracking

Rigging Intern

July 2008 – December 2008

- Character Setup (3ds max)
- Scripting (Maxscript)
- Motion Capture clean-up using the Vicon motion capture system

CloakWorks Inc

February 2010

Freelance Character TD

- Character rigging, skinning, and animation re-targeting.

Digital Hyper Studios Rock Hill, SC

Freelance Character TD

June 2009 – 2011

- Created custom character rigs under tight deadlines for pre-rendered videos for web and tv commercials. Characters ranged from bipeds to multipeds.
- Model adjustments to improve deformation

Education:

The Illinois Institute of Art – Schaumburg

Bachelor of Fine Arts in Media Arts & Animation– June 2008 with Honors

Awards/Achievements:

- Competitor in FJORG! Iron Animator Competition Siggraph 2008
- Presenter at Art Institutes booth
- Artimation Film Festival at The Illinois Institute of Art – Schaumburg
Best Team Animation 2008

References:

Available upon request