

Eric R. Huang

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Objective

To obtain a job as a character animator in a challenging, team-oriented environment.

Summary of Qualifications

- Self-taught animator, independent learner
- Broad range of experience in feature films, commercials, game cinematics, and in-game animation (AAA title)
- Unique blend of experience in computer animation from both an engineering and artistic perspective.

Experience

Associate Animator, January 2011 – Present
Sony Pictures Imageworks – Culver City, CA
Animating on *Arthur Christmas*

Freelance Animator, August 2010 – January 2011
Blur Studio – Venice, CA

Animated shots in *Batman: Arkham City* trailer, *Goldfish Crackers: Season 5* commercials, and *Star Wars: The Old Republic* trailer

Contract Animator, January 2009 – June 2010
Bungie Studios – Kirkland, WA

Animated in-game characters for the upcoming game, *Halo: Reach*

Apprentice Animator, June 2008 – December 2008
Reel FX Creative Studios – Dallas, TX

Animated characters for various *Madagascar 2* Commercials, *Kung Fu Panda* animation tests, and *Webosaurs*

Software Engineering Internship, March 2006 – September 2006
IBM Corporation – San Jose, California

Education

B.S., Computer Science, December 2007
University of Washington, Seattle, WA
GPA: 3.6 (University of Washington Dean's List Scholar)

Coursework: Digital Imaging, Computer Graphics (Ray Tracing, 3D Hierarchical Modeling, Animation Curves, 2D Image Processing), Computer Animation (3D Modeling, UV Texturing, Lighting, Rigging, Character Animation), Life Drawing, Computer Vision

Awards

CGsociety's Uplift Universe Challenge: Animation Award and Team Video Excellence Award,
July 2008
Entry: *Coffee Break* -
http://features.cgsociety.org/challenge/uplift_universe/player.php?entry_id=91312