

# Eric Wilkinson / Character Artist

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e.wilkinson@hotmail.com ♦ (813) 418 – 1453

## Profile

- ♦ Over 10 years studio experience working on games, real-time characters.
- ♦ Advanced working knowledge in Maya, Zbrush, Photoshop, and Mudbox.
- ♦ Strong communication skills and ability to handle client requests
- ♦ Known for creating the Award winning, Featured, Ragnosaur Unreal 4 tech-demo.
- ♦ Excellent at working in team and individual setting to meet deadlines.

## Professional Experience:

### 3D Character Artist

- Ragnosaur Unreal 4 Tech-Demo, Started with concept drawing and took it to production to show clients and employers I understand the pipeline.
- Modeled and textured assets and scenes for various games and projects.
- Able to create highly detailed characters, and stylized characters for real-time.
- Created accurate 3D characters for industrial and commercial clients.
- Lead the production of an industrial safety video for well known corporation.
- Gave presentations to show how to take high resolution characters and get things in real-time game engine.

## Employment History

2015 – Present	Zbrush Instructor	Sanford Brown College
2012 – Present	Game Sim Designer	Technology Transfer Services
1994– Present	3D Artist/Animator	Freelance
2014 – Present	Character Artist	HELM Systems
2014 – 2015	Prop, Level Designer	Big Red Button Entertainment
2009 – 2012	Character Artist	Sealund & Associates Corporation
2008 – 2009	Animator	Humouring the Fates Inc.

### Skills:

Animation	Modeling	Texturing
Lighting	Rigging/Dynamics	Game Engine
Video editing		

### Software:

Autodesk Maya	Autodesk Mudbox	Adobe Photoshop
Unreal Engine	Unity 3D	Zbrush

**Awards:**

Independent Festival of Creative Communication,  
The Game Challenge 2015 / 3D Character Category

Evolve Conference 2010

The Hunter Challenge / 3D Character Category

**Featured:**

ArtStation, CGSociety, CGVilla

**Education:**

International Academy of Design and Technology  
B.F.A. in Computer Animation

Graduated 2009