

2318 Mayer St. Orlando, FL 32806
Email : ericimperiale@gmail.com
Online Portfolio: www.ericimperiale.com

Eric Imperiale

Skill Set

- Extensive character modeling, texturing, rigging & animation in Maya
- Proficient with motion capture studio shooting, editing & blending
- Strong foundation in traditional art forms such as drawing, painting & sculpture
- Project management over small-scale productions involving multiple disciplines
- Coordination between technical & non-technical disciplines

Education

2006-2007	Florida Interactive Entertainment Academy Masters of Science in Interactive Entertainment	Orlando, FL
2000-2002	University of Central Florida Bachelor of Arts in Digital Animation	Orlando, FL

Employment

2010-Now	Institute for Simulation & Training (IST) at UCF, Synthetic Reality Lab (SREAL) Digital Artist	Orlando, FL
	<ul style="list-style-type: none">• Modeled, textured, rigged & animated characters & environments for 1964-65 New York World's Fair Project based solely from historic photographs.• Art Director/Technical Artist on multiple digital avatar (real-time puppetry) projects. Drew concepts, modeled, textured, rigged & animated for characters & environments for educational simulation & training products.	
2007-2010	360Ed, Inc. Digital Artist	Orlando, FL
	<ul style="list-style-type: none">• Drew concept art & modeled characters, environments & props for 3D game.• Responsible for rigging & animation of characters & props both hand keyed and motion capture based.• Directed motion capture shoots with professional actors	
1999-2000	Jellybean Productions Sculptor/Painter	Orlando, FL
	<ul style="list-style-type: none">• Responsible for carving and painting relief sculptures of English-style stone walls for Jekyll & Hyde-themed restaurant.	
1997-1999	MIVAN of Florida Scenic artist for Universal's Islands of Adventure	Orlando, FL
	<ul style="list-style-type: none">• Responsible for character aging of rock formations, wood, brick, tile and metal. Performed carving of rock formations, tree trunks, brick walls and other structures.	

Software

- Maya
- Photoshop
- ZBrush
- MotionBuilder
- Unity

Portfolio available online at www.ericimperiale.com
References provided upon request