

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

Eric Imperiale

Education

- 2006-2007 **Florida Interactive Entertainment Academy**
[MASTERS OF SCIENCE IN INTERACTIVE ENTERTAINMENT](#)
- 2000-2002 **University of Central Florida**
[BACHELOR OF ARTS IN DIGITAL ANIMATION](#)

Employment

- 2010-PRESENT **Institute for Simulation & Training (IST) at UCF, Synthetic Reality Lab (SREAL)**
[DIGITAL ARTIST](#)
- 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](#)
- 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](#)
- 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](#)
- Responsible for character aging of rock formations, wood, brick, tile and metal.
 - Performed carving of rock formations, tree trunks, brick walls and other structures.

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

Software

- MAYA • PHOTOSHOP • ZBRUSH • MOTIONBUILDER • UNITY

Publications

Ingraham, K.M, Romualdo, A., Fulchini Scruggs, A., **Imperiale, E.**, Dieker, L., & Hughes, C. (2020). Developing an Immersive Virtual Classroom: TeachLivE - A Case Study. In *Current and Prospective Applications of Virtual Reality in Higher Education*, 118-144.

PORTFOLIO AVAILABLE ONLINE AT WWW.ERICIMPERIALE.COM

REFERENCES PROVIDED UPON REQUEST