

ERIC LYMAN

CG MODELER

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EXPERIENCE

- MODELER ANIMAL LOGIC, Sydney, Australia
"Guardians of Ga'Hoolie" (June 08 - Apr 09)
I worked here primarily as an environment and prop modeler, creating photo real assets. In addition I provided some technical assistance to my department by establishing our model clean up procedure and writing MEL scripts.
- MODELER LAIKA ENTERTAINMENT, Portland, OR
"Coraline" (Feb 07 - May 08)
On this project I modeled characters and stage props. I worked closely with the art department and lead sculptors to produce models that closely matched the directors vision for the film. In addition, I restructured the CG asset tracking pipeline for our department.
"Jack and Ben" (Oct 05 - Feb 07)
As a part of the 'Digital Design Group' at Laika, I was responsible for developing models and textured assets for 'Jack and Ben' in its pre-production phase.
- INSTRUCTOR ART INSTITUTE OF PORTLAND, Portland, OR (Oct 05 - Dec 06)
I worked as an adjunct instructor for the following CG courses: Advanced 3D Texturing, Intermediate Modeling, Foundation Portfolio and Intro to Maya. In these 11 week courses I lectured to roughly 24 students, assigned and graded student work, and made modifications to class syllabi as needed.
- FREELANCE MODELER M.O.R.A.V. Project (May 07)
On this project I helped Fon Davis (formerly of ILM) realize a digital version of a M.O.R.A.V. (Multi Operational Robotic Armored Vehicle). The model was printed via rapid prototyping, painted and made animatable for stop motion.
- MAYA GENERALIST REALITY ENGINEERING, Vancouver, WA (Aug 04 - Oct 05)
At Reality Engineering I created medical simulations, conceptual product demonstrations, and interactive 3D programs for use in trade shows and educational software. I was responsible for modeling, texturing, lighting and rendering assets in Maya.

SKILLS

Proficient in Windows, Mac and Linux platforms, Maya, MEL Scripting, ZBrush, RenderMan (MTOR and RAT tools), Mental Ray, Photoshop, Illustrator, After Effects, and Shake.

Strong conceptual skills with a creative eye for form and detail. Experience interacting with clients, leading large and small teams as well as working individually. Able to prioritize and work efficiently under tight deadlines.

EDUCATION

THE ART INSTITUTE OF PORTLAND, Portland, OR (2003 - 2005)

B.S. in Media Arts and Animation (honors)

MILWAUKEE AREA TECHNICAL COLLEGE, Milwaukee, WI (1998 - 2002)

Associate of Applied Science in Visual Communications and Computer Graphics

References available upon request