

Eric Lyman

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LEGO

Manager Specialist (2015-Present)

- Designed and implemented a new 3D format for digital LEGO elements. Oversaw the conversion of 2500 legacy assets in a 1m USD contract with an external vendor, over a year period. Designed authoring and QA tools for the new format with internal and external software developers.
- Served as the platform driver at LEGO for the Digital Element Platform. Responsibilities included working with internal and external stakeholders, exploring new value-adding opportunities, project planning, and taking a major part in setting the digital direction for the company.
- Management in Virtual Element Design as part of the department leadership team. Focus on digital pipeline and the related systems and processes. Worked closely with employees, stakeholders, on continuous improvement initiatives, and helped facilitate a culture of performance excellence.

Dreamworks Animation

3D Modeler (2009-2015)

- Character, environment and prop modeling in Maya. Led small team of modelers on sequences in films, and on specific "hero" models. Acted as department representative to interface with stakeholder departments.
- Created Python and MEL tools for modelers and for modeling pipeline tasks. Led pipeline related classes for new Dreamworks employees.
- Worked as lead modeler for iGo NOVA Tech Initiative group.
- Projects: Megamind (2010), Puss In Boots (2011), Rise of the Guardians (2012), Mr. Peabody and Sherman (2014), B.O.O. (cancelled), iGo NOVA Tech Initiative (2014-2015)

Animal Logic

3D Modeler (2008-2009)

- Realistic environment and prop production modeling in Maya. Led a small team of modelers to create complex forest environments, MEL script creation for modeling tasks, UV layout, and helped establish modeling checkin / cleanup procedures for the modeling department.
- Projects: Legend of the Guardians (2010)

LAIKA

3D Modeler (2005-2008)

- Realistic character and prop modeling in Maya and surfacing. Modeling for 3D printing output, MEL script development and tool support for department, initiated department asset pipeline. 3D "look-dev" work for film based on conceptual art in the Digital Design Group.
- Projects: Coraline (2009), Jack and Ben (cancelled film)

Reality Engineering

3D Generalist (2004-2005)

- Realistic medical, dental and industrial simulations / interactive software. Worked with small groups to turn around presentations in short time frames, creative control over final look of products.

Experience in Education

Computer Graphics Master Academy

Course Creator and Instructor (2012-2014)

- Created a 16 week modeling course intended to prepare students for the work force over an aggressive time frame. Created a 6 week modeling course intended to introduce production standards to novice level artists.
- Toured China on behalf of CGMA to present on college campuses, for recruitment of students interested in computer graphics and animation.

The Art Institute of Portland

Instructor (2005-2006)

- Led moderately sized, bi-weekly classes over 10 week periods. Created, evaluated and provided feedback on student projects. Coached students one-on-one as needed.
- Courses included advanced and intermediate modeling, advanced texturing, and introductory / intermediate generalist Maya classes.

Formal Education

The Art Institute of Portland

- Bachelor of Science in Media Arts and Animation (honors, 2005)

Milwaukee Area Technical College

- Associate of Applied Science in Computer Graphics (2002)

Awards and Recognition

- 3D model "St. Petersburg" featured in 3d Artist magazine, #69, June 2014
- Blog post "How To Become a 3D Modeler" plugged by 3D Artist magazine on their Facebook and Twitter accounts, resulting in 10k+ pageviews overnight, April 2014
- 3D model "Sassafras Sam" featured in UK magazine Ceiga #8, Jan 2012