

Eric Wang Animator

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ANIMATION EXPERIENCE

Animator — Buck, Los Angeles, CA

Oct. 2020 - Nov. 2020; July 2022 - Present

- **Netflix Project* – Animated, prevised, and edited sequences of shots for an upcoming Netflix project. Pitched gags and creative solutions for shots across the whole project. Animated cycles for StudioLibrary to populate scenes with
- *Whisperer* – Animated cycles, emotes, and gameplay interactions for Oculus Quest's VR game. Animated with expressiveness and appeal from all angles
- *Hop On | Lunar Revel 2023 Cinematic* – Pre-visualized shots and timed in editorial, integrated cel animation into 3D scenes, fully animated bus and environments
- *Airbnb Shorts* – Prevised and animated variations of *Get Paid*, *Airbnb Setup*, and more. Quickly produced rigs for building houses, rippling piano keys, unrolling floorboards, card spring flourish, and other complex props
- *Facebook Avatars* – Animated dances, emotes, loops, and pose libraries
- Frequently presented ideas that solved critical issues both technical and creative

Animator — Narwhal Studios, Remote

Feb. 2022 - May 2022

- *Guild of Guardians* – Animated combat, death, and locomotion cycles with strong readable poses in isometric view, snappy and cartoony timing
- Worked closely with tech artists to make sure animations implemented well in UE4
- Created cinematics for trailer

Animator — Sony Pictures Imageworks, Vancouver, BC, Canada

Mar. 2021 - Oct. 2021

- *Hotel Transylvania 4* – Drew 2D animation to present blocking ideas. Heavily modeled rigs to create cartoony poses. Pitched shots that replaced what was originally storyboarded
- *Spiderman: No Way Home* – Animated realism using hand-key, motion capture, and rotomation. Focused on body mechanics, physics, and live action cameras. Acted in motion capture suit
- Quickly produced fully-animated iterations to show Marvel, and thoughtfully addressed notes

Animator — White Elk LLC, Remote

Sept. 2020

- *VR vertical slice* – Animated gameplay and cutscenes with realistic movement and emotional performance
- Proactively troubleshoot to ensure successful animation implementation in UE4

LEADERSHIP EXPERIENCE

Team Leader — ACM SIGGRAPH, Los Angeles, CA - 2019 | Remote - 2020

July 2019 - Aug. 2020

- Directed, briefed, and uplifted large groups of volunteers
- Planned conference logistics with the Production Sessions and Gallery committees
- Collected attendance data, enforced policies, and prioritized attendee experience
- Hired and coordinated over 400 student volunteers
- Adapted SIGGRAPH's transition into an online conference

Computer Animation Mentor — Ringling College, Sarasota, FL

Aug. 2019 - Apr. 2020

- Taught underclassmen core skills, problem solving, applying to opportunities, giving and receiving feedback, networking with peers and alumni
- Provided emotional support, healthy work-life habits, creative and technical guidance

EDUCATION

Ringling College of Art and Design, Sarasota, FL

Bachelor of Fine Art, Computer Animation, Business of Art and Design Minor

SKILLS

- Proficient in Autodesk Maya, Adobe After Effects, Photoshop, Audition, Premiere Pro, Zbrush, Nuke, Arnold Renderer, Substance Painter, Davinci Resolve, and Microsoft Office Suite
- Experience with UE4, Perforce, Github, and programming Unity Animator and State Machine
- Fluent in English and Chinese
- Extremely passionate about cooking, choreography, and dogs