



ERICAPENK@GMAIL.COM  
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## PROFESSIONAL EXPERIENCE

- Technical Manager**, Trick 3D Jan. 2015 - Feb. 2018
- R & D project pipelines, facilitate on-set shoots, coordinate tech demos
  - Motion capture content, virtual reality, public speaking, documentation
- Effects Technical Assistant**, Turner Studios June 2014 - Aug. 2014
- R & D production pipeline and tools for Nuke, After Effects, and Maya workflows
  - Color management for ARRI Alexa / Nuke workflow, contacted software vendors
  - Rendering, tracking, lens distortion, alembic, Javascript, Python
- Art Director**, Emergent Game Group Aug. 2012 - Dec. 2013
- Trained and mentored students to model, texture, animate low poly models
  - Troubleshoot, critiqued, and managed art assets for Maya / Unity workflow
- Participant**, Generate VFX Challenge SCAD Atlanta Oct. 2013 / 2014
- Look development, 3D modeling, lighting tests, texturing, UV mapping in Maya
- Lead Motion Capture Technician**, Games That Work June - Aug. 2012
- Ran capture sessions, processed and distributed motion capture data

## RESEARCH & TEACHING EXPERIENCE

- Thesis Project**, Georgia Institute of Technology Aug. 2011 - May 2014
- **Title:** The Illusion of Life: Leveraging Technology for Real-Time Underwater Animation
  - Rigger, scripted, and animated 3D avatar for Maya / Unity workflow
- Graduate TA / Program Assistant / Lab Manager**, Georgia Tech Aug. 2011 - May 2014
- Lectured on Maya, Photoshop, Premiere, After Effects, Unity
  - Installed software, maintained computer labs, submitted maintenance requests
- Research Assistant**, Georgia Tech Research Institute Jan. - Aug. 2011
- Wrote MAX script and modified 3D Studio Max models
  - Independently researched proprietary virtual server
- Motion Capture Assistant**, ARTech Residency Nov. 2010 - Feb. 2011
- Facilitated Vicon Blade motion capture sessions
  - Documented, processed, and archived optical data

## EDUCATION

- Georgia Institute of Technology**, Atlanta, GA
- Master of Science in Digital Media (May 2014), 3.92 GPA
  - Bachelor of Science in Computational Media (May 2011), 3.91 GPA Highest Honors
  - **Savannah College of Art and Design**, Atlanta, GA (ANIM, VFX, TECH Courses)

## SKILLS

- **Expertise:** Motion Capture / 3D Generalist / Pipeline Development / VR / R & D / Project Management
- **Software:** Maya / Unreal / 3ds Max / MotionBuilder / Airtable / Shotgun / OBS / Unity / Adobe Suite / Nuke
- **Languages & Operating Systems:** Python / C / Javascript / Mel Script / Windows / Linux / Mac