



ERICA PENK

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PROFESSIONAL EXPERIENCE

- Part-Time Lecturer**, Georgia Tech Aug. 2018 - Present
- Teaching Maya and Unreal generalist skills with an emphasis on storytelling
- Technical Manager**, Trick 3D Jan. 2015 - Feb. 2018
- R & D pipeline and previsualization tools, facilitated on-set virtual photography
 - Motion capture, virtual reality demos, public speaking, documentation
- Effects Technical Assistant**, Turner Studios June 2014 - Aug. 2014
- R & D pipeline and tools for Nuke, After Effects, and Maya workflows
 - Color management for ARRI Alexa / Nuke workflow
 - Rendering, 3d 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
- Lead Motion Capture Technician**, Games That Work June - Aug. 2012
- Ran Optitrack 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
 - Rigged, 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 Dev. / VR / R & D / Project Management / Previsualization
- Software:** Maya / Unreal / 3ds Max / MotionBuilder / Airtable / Shotgun / OBS / Unity / Adobe Suite / Nuke
- Languages & Operating Systems:** Python / C / Javascript / Mel Script / Windows / Linux / Mac