



ericapenk@gmail.com
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PROFESSIONAL EXPERIENCE

- Contractor** Aug. 2018 - Present
- Volumetric capture, motion capture, previsualization, and pipeline development
 - Previous clients include Profile Studios, Arcturus, ProxiVP
- Adjunct Professor**, Gwinnett Technical College May 2019 - July 2019
- Taught the technical and practical aspects of Wordpress web development
- Part-Time Lecturer**, Georgia Tech Aug. 2018 - Dec. 2018
- Taught Maya and Unreal generalist skills with an emphasis on storytelling
- 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
- 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
 - 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
- 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 / R & D / Project Management / Previs
- **Software:** Maya / Unreal / MotionBuilder / Optitrack MCS / Shotgun / Unity / 3ds Max / Adobe Suite / Blade
- **Languages:** Python / Unreal Blueprints / C / Javascript / Mel Script