EPENK

ericapenk@gmail.com
(770) 595-0934
www.ericapenk.com

PROFESSIONAL EXPERIENCE

Freelancer   Aug. 2018 - Present
- Motion capture, 3d generalist, pipeline development, previs, volumetric capture
- Previous clients include Profile Studios, Millions of Tiny Robots, Arcturus, ProxiVP

Part-Time Lecturer, Georgia Tech / Gwinnett Technical College   Aug. 2018 - July 2019
- Taught Maya / Unreal for storytelling, Wordpress web development

Technical Manager, Trick 3D   Jan. 2015 - Feb. 2018
- Facilitated on-set virtual production shoots, motion capture / calibration / cleanup
- VR / AR tech demos for archvis / cinematic previs, developed previsualization tools
- R & D project pipelines, Shotgun, 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 / Art Director, Georgia Tech   Aug. 2011 - May 2014
- Lectured on Maya, Photoshop, Premiere, After Effects, Unity
- Trained students to model, texture, animate low poly models, maintained labs

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, VSFX, 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

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PROFESSIONAL EXPERIENCE

Mocap Talent / Stand-In / Extra, Trick 3D   Jan. 2015 - Feb. 2018
- Portrayed characters for tech demos in the Optitrack / Perception Neuron suits
- Doubled as talent for photography shoots
- Extra for Floorplan Revolution promotional videos

VOLUNTEER EXPERIENCE

Literature Narrator, Learning Ally   Aug. 2019 - Present
- *Officer Buckle and Gloria*: narration, character voices, editing
- *Mary Anne Saves the Day* (Baby-Sitter's Club graphic novel): character voices, editing

EDUCATION

Alliance Theater, Atlanta, GA   Nov. - Dec. 2019
- Acting I with Allison Gardner

Various Classes, Atlanta, GA   Oct. 2018 - Jun. 2019
- Girls will Be Boys with Lisa Biggs
- Private voice coaching with Sharon Corpening

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SKILLS

- **Expertise:** Voice Acting / Dance (swing, contemporary, lyrical, folk) / Former Gymnast and Pole-vaulter
- **Vocal Qualities:** Fresh / Bright / Crisp / Smooth / Soft / Knowledgeable / Kind / Energetic / Quirky
- **Languages**: English / Basic French Proficiency / Neutral American Accent / British Accent / Kids Voices