

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
- 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

- Part-Time Lecturer, Georgia Tech / Gwinnett Technical College** Aug. 2018 - July 2019
- Taught Maya / Unreal for storytelling, Wordpress web development
- Thesis Project, Georgia Institute of Technology** Aug. 2011 - May 2014
- **Title:** The Illusion of Life: Leveraging Technology for Real-Time Underwater Animation
 - Riggered, 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

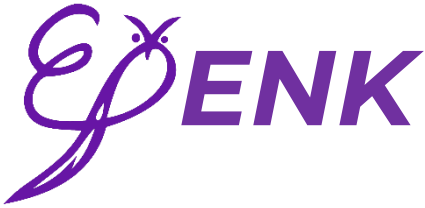
EDUCATION

- 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, VSF, TECH Courses)

SKILLS

- **Expertise:** Motion Capture / Virtual Production / Pipeline Dev. / Technical Training / R & D / 3D Generalist
- **Software:** Unreal / MotionBuilder / Maya / Optitrack MCS / Shotgun / Unity / 3ds Max / Adobe Suite / Blade
- **Languages:** Unreal Blueprints / Python / Mel Script / MAXScript

ACTING



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PROFESSIONAL EXPERIENCE

- Mocap Talent / Stand-In / Extra, Trick 3D** Jan. 2015 - Feb. 2018
- Portrayed tech demo characters (Optitrack / Perception Neuron suits)
 - Stand-in for virtual 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

SKILLS

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