



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

PROFESSIONAL EXPERIENCE

- Unreal Authorized Instructor**, Training Partner for Epic Games Jan. 2021 - Present
- Teaching Assistant for Winter and Spring 2021 Unreal Fellowships
 - Course Instructor (Animation, Maya) for Summer 2021 Unreal Fellowship
 - Unreal Artist & Instructor for Tribeca Film Festival: Writing In Unreal
- Freelancer** Aug. 2018 - Present
- Unreal, motion capture, previs, video editing, pipeline development
 - Clients: Trick 3D, Profile Studios, Interactive Advantage, MoTR, Proxi VP, Arcturus
- Adjunct Professor**, Gwinnett Technical College May 2019 - July 2019
- CIST 2510- Web Technologies
 - Taught Wordpress content management for personal portfolio development
- Part-Time Lecturer**, Georgia Institute of Technology Aug. 2018 - Dec. 2018
- LMC 2730- Constructing the Moving Image
 - Taught Maya, Unreal generalist skills with an emphasis on storytelling
- 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**, Warner Media Studios (formerly 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 2012 - Aug. 2012
- Ran capture sessions, processed and distributed motion capture 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:** Virtual Production / Motion Capture / Technical Training / 3D Generalist / R & D / Pipeline Dev.
- **Software:** Unreal / Maya / Adobe Audition & Premiere / MotionBuilder / Optitrack MCS / Shotgun / 3ds Max
- **Languages:** Unreal Blueprints / Python / Mel Script / MAXScript

ACTING



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PROFESSIONAL EXPERIENCE

- Scratch Voiceover**, Tribeca Film Festival: Writing In Unreal Nov. 2021
- Pennsylvania Dutch accent for Ellie Foubmi's *Zenith*
- 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 videos

EDUCATION

- Atlanta Voiceover Studio**, Atlanta, GA Feb. 2020 - Feb. 2021
- Learn Adobe Audition with James Younger
 - Intro to VO with Brian Bremer
- Alliance Theater**, Atlanta, GA Nov. - Dec. 2019
- Acting I with Allison Gardner
- Independent Training** Oct. 2018 - Jun. 2019
- Girls Will Be Boys with Lisa Biggs, Coaching with Sharon Corpening

VOLUNTEER EXPERIENCE

- Literature Narrator**, Learning Ally Aug. 2019 - March 2020
- Narration, Character Voices, Editing

SKILLS

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

AWARDS

- **VO Animation Battle Jury's Choice Award Winner:** ASIFAC Animation Festival and Conference 2020
- **Mary Alyce and John Merow Over Achiever Award:** Learning Ally 50+ Service Hours 2019 - 2020