



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
 - Instructor (Animation, Maya) for Summer 2021 Unreal Fellowship
 - Unreal Artist & Instructor for Tribeca Film Festival: Writing In Unreal
 - Mentor for CG Spectrum | Mastered (Unreal Authorized Training Centers)
 - Instructor | Mentor for Unreal 2022 Spring Fellowship
- Freelancer** Aug. 2018 - Present
- Unreal, motion capture, previs, video editing, pipeline development
 - Clients: Trick 3D, Profile Studios, Interactive Advantage, MoTR, Proxi VP, Arcturus
- Virtual Humans Animator (Blueprints)**, ETC@USC's *Fathead* Jan. 2022 - Apr. 2022
- Scripted blueprint triggers to randomize virtual human animations on LED wall
 - Presented at HPA, findings will be published in the next ETC@USC white paper
- Adjunct Professor**, Georgia Tech. | Gwinnett Technical College Aug. 2018 - July 2019
- Taught Maya, Unreal generalist skills with an emphasis on storytelling
 - Taught Wordpress content management for personal portfolio 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**, 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 | Technical Animation | Motion Capture | Technical Training | Mentoring | Sequencer | Previs | Unreal Blueprints | Storytelling | 3D Generalist | Pipeline Development | R & D
- **Software:** Unreal | Maya | Adobe Audition & Premiere | MotionBuilder | Optitrack MCS | Shotgun | 3ds Max
- **Languages:** 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