

Eric J. Juneau

(603)714-4537 · www.ericjuneau.com · eric.juneau@gmail.com

Education:

- **B.S. in Media Arts & Animation** (01/2006 - 12/2007)
The Art Institute of California, San Francisco, CA
Focus on Modeling and Texturing
- **B.F.A. in Visual Communication** (9/2001 - 5/2005)
Endicott College, Beverly, MA
Focus on Graphic Design and Animation

Special Skills / Software:

- 3D Modeler & Texture Artist, Motion Capture Technician, Virtual Production, Cloth Simulation, Render Wrangler, Motion Graphics, and Graphic Design
- Software: Autodesk Maya & MotionBuilder, Substance Painter, zBrush, Unreal Engine, Marvelous Designer, Quoth, InstaLOD, UV Layout, ShaderMap Pro, Adobe (Photoshop, Illustrator, After Effects, Premiere, InDesign and Dreamweaver), PFTrack, Dynamixyz, PhaseSpace, Xsens, RenderPal, Smedge, Nuke, Fusion, DevTrack, Jira, Microsoft Office CSS, and HTML
- Additional Experience: Assistant Producing, Management & Leadership, and Quality Control/Assurance

Experience:

Lightstorm Entertainment Inc **Sequence Turnover Artist** Manhattan Beach, CA (10/2023 - 07/2025)

Project: Avatar: Fire and Ash

- Produced previsualization renders associated with 600+ shots for packaging and delivery of all necessary files to Weta FX.
- Implemented environment & costume updates, facial/body mocap performance updates & full replacements to be used in final rendering.
- Applied 3D stereo conversion to virtual cameras along with respeed edits, composition resizes & repositions for final shots delivered to Weta FX.
- Created automated task workflow recipes for batch rendering shots to improve speed, efficiency, and execute fixes remediating upstream issues.
- Tested new/updated pipeline scripts by the Dev team, providing bug reports to support further tooling refinements.
- Proactively led and facilitated troubleshooting sessions to resolve technical problems encountered by other artists.

Pure Imagination Studios **Digital Production Stage Manager/3D Technical Artist** Van Nuys, CA (04/2015 - 10/2023)

- Supported various production teams with acquisition of motion capture, Live capture, ad-hoc testing, or POCs.
- Body & face motion capture stage manager, motion capture database manager, pipeline assistant and render wrangler..
- Unreal Engine Real-time technical artist, modeler, texture artist, .

Projects:

- Whispering Pines Haunted Hotel Dark Ride
- Army of the Dead: VR Experience
- LEGO Hidden Side
- Alien Descent VR Experience
- Justice League: Battle For Metropolis
- Warner Brothers - Batman: Dark Flight

DirecTV **HD Graphics QA Tester** El Segundo, CA (08/2013 – 02/2015)

- Testing of black box and white box with multiple set-top box; Samsung, Thomson, and Pace.
- Use Linux to load new software on set-top box, generate logs and update test cases for developers to troubleshoot and resolving issues.

Sony Interactive Entertainment **Digital Platform QA Analyst** Foster City, CA (01/2013 – 08/2013)

- Assess product functionality against quality standards on pre-release versions of PlayStation Home products and log issues for the development team to review in concise written report formats.

Pendulum Studios **Technical Artist/Motion Capture Technician** San Diego, CA (01/2011 - 07/2012)

- Motion capture operator, facial tracking animator, assistant producer, 3D environment & character artist, offline render wrangler, compositor, and pipeline assistant.

Published Titles:

- 3D4Medical - iYoga Premium
- Activision - The Amazing Spider-Man: Video Game
- Ubisoft - The Black Eyed Peas Experience
- Telltale Games - Jurassic Park: The Game
- SEGA - Captain America: Super Soldier Prologue Trailer
- SEGA - Thor: God of Thunder Prologue Trailer
- THQ/Volition - Red Faction: Armageddon in game cinematics

Electronic Arts **Quality Assurance Analyst** Redwood City, CA (05/2008 - 12/2008)

- Tested games for bugs and gave weekly feedback on the progression of the game and its quality.
- Published Titles: Sonic Chronicles: The Dark Brotherhood - Nintendo DS, G.I. Joe - Nintendo DS, and The Littlest Pet Shop - Nintendo DS, Wii & PC